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THE SERIAL

VOLUME 2

COMPILED BY

ALAN G. BARBOUR

A SCREEN FACTS REFERENCE BOOK

THE SERIAL - VOLUME TWO



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COMPILED BY
ALAN G. BARBOUR

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171

COVER DESIGNED BY AL KILGORE

MY SPECIAL THANKS TO REPUBLIC, UNIVERSAL AND COLUMBIA STUDIOS FOR PERMISSION TO REPRINT SYNOPSES FROM THEIR SERIALS.

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INTRODUCTION

In this second volume of serial synopses I have tried to present a more evenly-balanced selection from the three major serial-producing companies, Republic, Columbia and Universal Pictures. Several of the serials included (The Lone Ranger Rides Again, Adventures of Red Ryder, Secret Agent X-9, Jungle Jim, Daredevils of the West and The Mysterious Pilot) have not been seen since their initial theatrical presentations. Virtually all the remaining titles have been available through television screenings or regular theatrical reissues. For Republic fans, I have included three all-time action favorites: The Tiger Woman, which introduced our all-time favorite serial queen, Linda Stirling; Jungle Girl, with Francis Gifford as Nyoka and Captain America, one of the most inventive and action-packed serials ever made. For Universal fans, there's Buster Crabbe's Buck Rogers, a lesser vehicle than the earlier Flash Gordon, but an interesting one nevertheless. Also included in this volume are Republic's final serial, King of the Carnival; the dullest serial ever made, Who's Guilty?; Jack Holt's only serial, Holt of the Secret Service and a host of comic strip favorites. I hope you find the selection entertaining as well as informative. And watch for volume three!

ALAN G. BARBOUR
1968

THE ADVENTURES OF FRANK MERRIWELL
A UNIVERSAL SERIAL (1936)

Directed by CLIFF SMITH

Screen Play by GEORGE PLYMPTON
MAURICE GERAGHTY
ELLA O'NEILL
BASIL DICKEY

Cast:

Frank Merriwell	Don Briggs
Elsie Belwood	Jean Rogers
Bruce Browning	John King
Carla Rogers	Carla Laemmle
Harry Rattleton	Sumner Getchell
Wallace Reid	Wallace Reid, Jr.
House Peters	House Peters, Jr.
Allan Hersholt	Allan Hersholt
Bryant Washburn	Bryant Washburn, Jr.
Carlyle Blackwell	Carlyle Blackwell, Jr.
Peter Gowland	Peter Gowland
Edward Arnold	Edward Arnold, Jr.
Herschel Mayall	Herschel Mayall, Jr.
Jimmy McLaw	Dickie Jones
Daggett	Bentley Hewlett
Black	Allan Bridge
Judd	Bert Young
Monte	Monte Montague
Pete	Edmund Cobb
Gorman	Bud Osborne
Joe	Dick Wessel
Dolan (Lumberjack)	Slim Whitaker
Captain of "Viking"	William Desmond
Road Engineer	Richard Cramer
Announcer	Mike Frankovich

CHAPTER ONE
COLLEGE HERO

Fardale and Calford are battling for the college baseball championship. Frank Merriwell, Fardale's star pitcher and his sweetheart, Elsie Belwood, are driving for the Calford grounds at breakneck speed as their radio tells them that Fardale is being beaten three to nothing. They arrive in the ninth. With two out and the bases full, Frank is sent up to bat for his rival, House Peters, who has been pitching in his place. Frank hits a home run winning for Fardale, 4 to 3. Merriwell gets a wire from his mother to come home at once. She has found a mysterious stranger rifling the desk of Frank's dad who has vanished. As Frank and Bruce Browning, his pal and Fardale's catcher, board the train riding with Frank's friend, the engineer, a huge engine running wild smashes into them with terrific force, as Elsie watches.

CHAPTER TWO
THE DEATH PLUNGE

Frank, Bruce and the engine crew leap to safety a bare instant before the two engines crash head on. Frank and Elsie go home. Bruce returns to College. Merriwell's mother gives him a ring which his father entrusted to her care and which she thinks the mysterious visitor wishes. Frank and an old colored servant, Jeff, sleep in the room that was ransacked. The prowler returns. Frank battles him desperately until knocked out by Jeff who hit him by mistake. Merry takes the

ring back to Fardale. He wins a track meet for his class, the sophomores, against the juniors and foils a kidnap plot. Judd, ordered by the mysterious stranger, steals the ring. Frank and Bruce pursue his car. Bruce boards it. Judd leaps free as Merriwell's car hurtles off a dock into the ocean.

CHAPTER THREE
DEATH AT CROSS ROADS

Merriwell dives safely into the sea from the falling car. Bruce captures Judd and his henchman, Black, and recovers the ring but the thugs escape in the excitement. Under a laboratory microscope, the boys find that the ring carries a Spanish inscription but neither they nor Elsie can translate it. That night Frank, Bruce, Elsie, Peters and some others are traveling by bus to Kirkland, a nearby town, where they are to act in the school play. The driver is a tool of Joe, the school janitor, one of the mysterious stranger's men. He tries to take the wrong road. Frank and Bruce subdue him. Frank takes the wheel. The brakes burn out, Merriwell twists the wheel to avoid a yawning chasm and they crash into a brick building.

CHAPTER FOUR
WRECK OF THE VIKING

The runaway bus smashes through the brick wall of the building. Fortunately, no one is seriously hurt. The boys and girls continue to the Kirkland theatre where Mr. Belwood, Elsie's father,

translates the inscription on the ring. Frank saves Elsie's life as she falls from a swing during her act. He has a terrific fight with Black who is searching her dressing room. When the youngsters sail with Mr. and Mrs. Belwood on their lumber supply ship, Viking, Elsie wakes in the night to find a Judd gangster searching her cabin. Merriwell and the boys pursue him. Down in the hold, Frank is attacked by Judd's men. Black stuns him with a heavy plank as Bruce and the others arrive. Flames from Frank's shattered lamp ignite powder kegs near the boy. There is a terrific explosion.

CHAPTER FIVE
CAPSIZED IN THE CATARACT

Frank regains consciousness and rolls to safety behind a huge packing case as the powder kegs explode. He charges back into the fight. Black and Joe escape and are picked up by the mysterious stranger who is following in a speedboat. Frank's party and the crew abandon the blazing Viking for Belwood's lumber camp situated at Point Dixie. The deciphered ring inscription directs them to Timbergold, a deserted mining camp in their treasure hunt. They set out followed by the stranger and his gang. They look for their next clue , an eagle shaped rock. Frank fights the thugs and falls into the river as Elsie and Carla, coming to warn him, are hurled into the foaming rapids as their canoe capsizes.

CHAPTER SIX
DESCENDING DOOM

Frank rescues Elsie and Carla from death in the rapids. Bruce summons the Belwood party and they all return to camp. An aged Indian guide, Injun John, tells them where to find the eagle rock but will not accompany them for fear of an ancient curse. Frank, Bruce and some followers find the rock. They enter an abandoned mine tunnel. Frank finds an old treasure chest. The stranger and his men have trailed them. There is gunfighting. Frank, going for help, knocks Black out. As he gallops his horse toward camp, he sees Elsie thrown from her mount as a huge pile of logs rolls down on her. Frank dismounts. He lifts Elsie up. He runs with her. Then he falls as the logs thunder down on them.

CHAPTER SEVEN
MONSTER OF THE DEEP

Frank shelters Elsie behind an immense stump and the logs roll over them harmlessly. Then he rides back with help, rescues Bruce and their men as the stranger's gang flees. They find $30,000 in gold nuggets in the chest. At a barbecue and field day between Belwood's and Berger's lumberjack's, Frank takes the place of Pug O'Leary, the Belwood champion who has been left to guard the gold and knocks out Berger in a championship fight. The stranger's gang steal the chest from O'Leary but Frank has hidden the gold elsewhere. As Merriwell and his friends are leaving for home in a launch, the

stranger's men attack them. The gold falls overboard. When Frank descends for it in a diving suit, he is attacked by a giant octopus.

CHAPTER EIGHT
THE TRAGIC VICTORY

Frank Merriwell conquers the octopus with an acetylene torch. Hauled up with the chest he finds himself on the deck of a yacht containing Peters and other Fardale boys who are on a scientific expedition headed by a Fardale professor. They head for Grace Harbor and the boat races. When the professor's brother, stroker of the Bellevue Club crew is injured, Frank takes his place in the boat. The stranger and his gang steal the gold from the yacht. Merriwell strokes the Bellevue crew to victory. As they are crossing the finish line, the stranger takes a high-powered rifle. He fires. Frank collapses. He falls in the water capsizing the shell. His body sinks to the bottom.

CHAPTER NINE
BETWEEN SAVAGE FOES

Bruce dives from the Belwood party's speedboat and rescues the wounded Frank. The professor broadcasts to coast guard stations to stop the cruiser but Frank thinks the chest is lost forever. The stranger finds directions for greater treasure engraved on one nugget in the chest. Joe and Black steal the chest, but fight over the loot. Merriwell and the professor's party capture Black who has thrown Joe overboard. They get

the chest from him and information that Indians are guarding Frank's father in a cave. A wildcat attacks Frank as he attempts a rescue.

CHAPTER TEN
IMPRISONED IN DUNGEON

The boys drive off the Indian as Frank and the wildcat go into a death grapple at the bottom of a pool where the boy drowns the ferocious animal. They free Frank's father from his prison in the cave and are besieged there by the Indians. Frank goes for help, is pursued by the savages, but escapes them by pole vaulting up a cliff. He brings Mexican soldiers to repulse the redskins. The whole party gets safely home. All go to the circus but Mr. and Mrs. Merriwell. Merriwell Senior is working in the Blue Room of his home when the stranger steals towards him. A storm wrecks the circus tent. As Frank is helping Elsie to safety a huge lion attacks him.

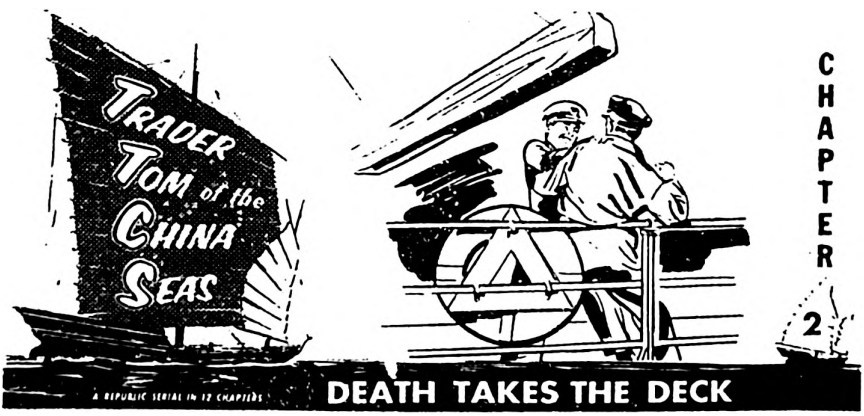
CHAPTER ELEVEN
THE CRASH IN THE CHASM

Merriwell chokes the lion till its keepers can cage it. In the Merriwell home, Jeff's arrival frightens the stranger away just as he is about to attack Frank's dad. Back at school, the stranger's man, Sharp, persuades the jealous Peters to frame Frank. Merriwell finds a $500 bribe planted in his pocket after a game. Peters starts a whispering campaign that Frank is going to throw the Calford battle. The coach announces that the captain will not be elected until after

this game. On the eve of the contest, Frank hears that the stranger has hurt his father. Driving home with Bruce through a frightful storm. Frank's car hurtles through a washed-out bridge.

CHAPTER TWELVE
THE WINNING PLAY

Frank and Bruce are rendered unconscious by their fall into the chasm. Their pursuers take Frank and imprison him in a warehouse. Bruce gets back to Fardale and organizes a search party. Frank's father is informed of his boy's capture by the stranger who reveals himself as Daggett, a distant relative. The father is about to tell Daggett the whereabouts of his fortune to buy Frank's release when the radio announces that Frank has escaped. Mr. Merriwell and Jeff capture Daggett. Fardale is trailing 19 to 6 when Frank arrives in the last quarter. He wins for them 20 to 19 as the final whistle blows. A wire from his parents informs him their troubles are over and everything ends happily.



ADVENTURES OF RED RYDER
A REPUBLIC SERIAL (1940)

Directed by WILLIAM WITNEY
JOHN ENGLISH

Screen Play by FRANKLYN ADREON
RONALD DAVIDSON
NORMAN S. HALL
BARNEY A. SARECKY
SOL SHOR

Cast:

Red Ryder	Don "Red" Barry
Ace Hanlon	Noah Beery
Little Beaver	Tommy Cook
One-Eye	Bob Kortman
Col. Tom Ryder	William Farnum
Duchess	Maude Pierce Allen
Beth	Vivian Coe
Cherokee	Hal Taliaferro
Calvin Drake	Harry Worth
Sheriff Dade	Carleton Young
Shark	Ray Teal
Deputy Lawson	Gene Alsace
Harrison	Gayne Whitman
Treadway	Hooper Atchley
Hale	John Dilson
Sheriff Andrews	Lloyd Ingraham
Rancher Brown	Charles Hutchison
Barnett	Gardner James
Boswell	Wheaton Chambers
Clark	Lynton Brent

CHAPTER ONE
MURDER ON THE SANTE FE TRAIL

Calvin Drake, banker of Mesquite, learns that the Sante Fe will build its railroad through this territory. He makes plans to gain control of all the land so that he can mulct the railroad for the right of way. In the ensuing war of intimidation, Ira Withers, a rancher, is killed, and Red Ryder, together with his dad, Col. Ryder, form an organization to drive the gunfighters out of the territory. Before Col. Ryder can carry out his plans to arrest One-Eye Chapin for Wither's murder, he is slain by Drake's henchmen. Another victim is Sheriff Andrews, whose daughter, Beth, is a horrified witness. Red, vowing vengeance, captures Shark, one of the Drake outlaws and turns him over to the new sheriff, not realizing that the latter is a pawn of Drake's. An escape is framed, with Red hot in pursuit. A runaway coach in which Red, Shark and Beth are passengers plunges into the river.

CHAPTER TWO
HORSEMEN OF DEATH

The coach hits the water and drifts close to shore. Red carries Beth to the bank and lassoes Shark. Unaware of the fact that Drake and Sheriff Dade are crooks, and that Shark is one of their henchmen, Red sends word that he is bringing a prisoner to town. Dade instructs his henchman, Hanlon, to intercept them. Red and Little Beaver manage to escape with their prisoner and turn him over to Dade and Cherokee, who are amazed at the hitch in their plans. Hanlon orders Pecos Bates to make sure that Shark does not talk. Just as he is about to divulge his relationship with Hanlon,

Shark is shot down by Bates, who fires through the jail window. Red is hot on Bates' trail. The two grapple right in the path of the oncoming posse, and it looks as though Red and Bates are certain to be trampled to death.

CHAPTER THREE
TRAIL'S END

Cherokee, riding with the oncoming posse, picks up Red, saving him from death. Bates is trampled to death. Back in Mesquite, Drake convinces the ranchers that the raids are all over, and Red and the others arrange for a large sum to be brought in via stage coach, to help the ranchers repair the damage to their property. Drake and Hanlon, to prevent the money from reaching Mesquite, order a couple of heavies to rob the coach, with Sheriff Dade putting up a half-hearted defense for appearances' sake. Red and Cherokee ride to the rescue, tie up the would-be bandits and order the coach to continue to Mesquite. Here the heavies attack again, and escape with the money, while Red and Cherokee are busy fighting two of their number. In the ensuing pursuit, Red is threatened by death as the heavies send an ore car zooming down on him.

CHAPTER FOUR
WATER RUSTLERS

Red derails the ore-car with a piece of heavy timber before it can crush him. Meanwhile, the heavies make good their escape with the ranchers' money. Back at the Circle-R, the Duchess mort-

gages her ranch in order to help her fellow ranchers. Drake advances the money; then craftily orders Hanlon to see that arrangements are made so that the Duchess is not in a position to pay off the mortgage. Hanlon's men sabotage the ranch, concentrating on the water supply. They dynamite a small dam, poison a creek and finally set fire to the reserve water tank. Red learns of these attacks and forcefully rushes in to try to save the water tank before it burns down. The fire is too far gone, however, and the huge tank comes crashing down, seemingly directly upon Red.

CHAPTER FIVE
AVALANCHE

Red escapes from the water tower hazard and, realizing that the herd is in danger, orders his cowhands to start moving the cattle over a pass to the LAZY-W Ranch, where there is plenty of water. The heavies learn of this plan and prepare to dynamite the pass. They kidnap Little Beaver to prevent him from warning Red. With the help of Little Beaver's pony, Red learns Little Beaver's hiding place and effects his escape. His small aide tells him of the dynamite plans. Red rushes to the pass, because he knows that Beth is due to ride through at that very moment and that she is threatened by the impending avalanche. Thinking him one of the heavies, Beth fires on him until an over-hanging tree-branch knocks her unconscious. The explosion is set off, and Red and Beth are directly in the path of the avalanche.

CHAPTER SIX
HANGMAN'S NOOSE

Red, carrying Beth, reaches the safety of an overhanging ledge. The pass is now closed by the avalanche, and Red moves the herd to the BAR-M Ranch instead. When Drake and Hanlon learn this, they force Madison, owner of the ranch, to demand immediate payment of Red for permission to pasture his cattle there. To raise the money, Red enters the Wells-Fargo stagecoach race. Hanlon's men capture him and hold him prisoner, to keep him from competing in the race. Little Beaver helps him make his escape by dropping cartridges down the chimney so that their explosion surprises Red's guards and permits him to catch them off guard. Red escapes and dashes to the race, which has already started, with Cherokee driving the Circle-R coach. Red makes a spectacular transfer from horse to coach but is roped by Slade, one of the heavies.

CHAPTER SEVEN
FRAMED

As Slade's rope tightens about Red's neck, he tugs violently, yanking Slade from his perch in the tree. Without slowing up his coach, Red frees himself from the noose and barely beats the heavies' coach across the finish line, netting him the first prize of $5000. When Grimes, a heavy, attempts to grab the money as Red is turning it over to Madison, there is a battle in which Marshall is shot. Sheriff Dade seizes this opportunity to accuse Red and jail him for the murder.

To prevent the real killer from getting away, Red and Cherokee escape, with Dade and his posse in hot pursuit. Red eludes the posse and, with the aid of Little Beaver, arranges a trap which leads them to Grime's hiding place. Sheriff Dade, ostensibly sending "help", actually sends a group of men under orders to shoot Red on sight.

CHAPTER EIGHT
BLAZING WALLS

Grimes, in a last minute effort to escape, is killed by the bullets intended for Red. Red escapes, after a pounding chase. Red has secured from Grimes, before his death, a confession written in charcoal on a table top, and when Dade seeks to press his charges against Red for Madison's murder, Red reveals the fact that Grime's written confession is in the shack where he died. Dade is trapped by Red and Cherokee, in the act of destroying this evidence, and thus reveals himself for the first time as being in league with the heavies. He is placed in jail, but when Drake learns of this, he orders the other heavies to stage a jailbreak. In the ensuing fight, a lamp is knocked over, setting fire to the jail. Cherokee is imprisoned in one of the cells, and Red, in trying to rescue him, is apparently killed when the blazing roof crashes down on him.

CHAPTER NINE
RECORDS OF DOOM

Red and Cherokee escape from the burning jail, but Dade is burned to death. His deputy, Lawson,

takes over and promises a square deal for everybody. Red learns that the Duchess' ranch is about to be foreclosed by agents of Drake's bank. Money is on the way, via stagecoach, but it will not arrive in time. Red decides to ride on ahead, meet the coach and bring the money back himself in time to pay off. Drake tips off Hanlon, who orders his men to waylay Red. Thunder, Red's horse, knocks one of Hanlon's men as he attempts to remove the money pouch from his saddle. Little Beaver snatches the money and arrives in town just as the Land Office official is about to foreclose. The "S & S Land Co.," to conceal the identity of its backer from Red, dynamites the safe containing its records. Red is caught in the blast.

CHAPTER TEN
ONE SECOND TO LIVE

Red escapes from the blast and learns, by examining the papers scattered by the explosion, that Ace Hanlon is back of the S & S Land Company, and is indirectly responsible for the raids on the ranchers. Meanwhile Drake urges Hanlon to clear out of town, and Hanlon does so, first seizing an incriminating letter which will expose Drake as the master mind of the heavies unless he keeps his promise to give Hanlon his full share of the proceeds from the railroad land deal. Red tracks Hanlon, with the aid of Little Beaver, and, learning that he is expecting a visit from the real "brains" of the gang, expresses his determination to wait and learn who this man is. Drake is warned, and makes a mad effort to escape. In

pursuing him, Red takes a short cut over a narrow gorge; Thunder loses his footing and both plunge into the depths.

CHAPTER ELEVEN
THE DEVIL'S MARKSMAN

After their plunge into the gorge, Red and Thunder land in a stream and emerge unharmed. Sheriff Lawson informs them he has wired for a Federal Land Commissioner to check on the various titles to land in the Mesquite district. One-Eye, under orders from Drake, attempts to waylay the stage-coach and kill Treadway, the Land Agent, before he can uncover the underhanded work of the S & S Land Company. Red and Cherokee ride out to prevent this, and in the ensuing gun-fight Cherokee is killed. Red encounters One-Eye and Hanlon, kills One-Eye in an even gun battle and ties Hanlon to a tree. Back in town, Drake posts a gunman on a rooftop with instructions to shoot Treadway on sight. Red comes between the gunman and his victim. As the shot is fired, Red topples from his horse, apparently shot.

CHAPTER TWELVE
FRONTIER JUSTICE

Red leaps from his horse at the crack of the rifle and, taking cover returns the fire of the gunman. Lawson and some deputies arrive, and the heavies ride away, with the deputies hot on their trail. Red explains Drake's connection with the heavies to Treadway and they go to confront him with the evidence of his nefarious schemes. By a ruse,

Drake overpowers them and forces Treadway to sign certain papers by means of which he can complete the deal with the railway representative. Hanlon then orders his heavies to kill Red and Treadway, but Red manages to catch them off guard and he is able to hold them at bay while Treadway goes for help. Drake kills Hanlon and escapes, with Red in hot pursuit. They grapple, and Drake falls back on his own unsheathed sword, killing himself instantly.



BUCK ROGERS
A UNIVERSAL SERIAL (1939)

Directed by FORD BEEBE
SAUL GOODKIND

Screen Play by NORMAN S. HALL
RAY TRAMPE

Cast:

Buck Rogers	Larry "Buster" Crabbe
Wilma	Constance Moore
Buddy Wade	Jackie Moran
Capt. Rankin	Jack Mulhall
Killer Kane	Anthony Warde
Dr. Huer	C. Montague Shaw
Aldar	Guy Usher
Marshall Kragg	William Gould
Prince Tallen	Philson Ahn
Captain Lasca	Henry Brandon
Patten	Wheeler Oakman
Lt. Lacy	Kenneth Duncan
Scott	Carleton Young
Roberts	Reed Howes

CHAPTER ONE
TOMORROW'S WORLD

Bringing the famous newspaper cartoon character to life on the screen, the story starts off when a giant dirigible, piloted by Buck and Buddy crashes on an icy Arctic mountain. A strange "Nirvano" gas in their gondola preserves the flyers in a state of suspended animation for 500 years. Rescued and revived by a group of scientists, they discover that the world has been conquered by Killer Kane

and a horde of super-gangsters. Taken to the Hidden City, they meet Wilma and Dr. Huer and agree to help them wipe out Kane. Huer has invented spaceships, de-gravity belts, invisible ray machines, atom chambers, ray guns and other strange and powerful weapons to resist Kane. Buck, Wilma and Buddy go to Saturn in their space-ship to enlist aid of the Saturnians. Bombed by one of Kane's pilots, their craft explodes just as they reach Saturn.

CHAPTER TWO
TRAGEDY ON SATURN

Using their de-gravity belts, Buck, Buddy and Wilma make a safe landing on Saturn after their ship has been bombed by Killer Kane's men who have followed them. In a pitched battle, Buck and his friends are captured by Captain Lasca. Both groups are captured in turn by the Saturnians who take them to the great council of the wise for judgement and sentence. Here, Lasca convinces the rulers that Killer Kane is a just and kindly monarch. Only fast action permits Buck and his party to escape prison and return to earth in one of Lasca's spaceships. Entering the gates of Hidden City in their strange craft, Buck's ship is crushed as the gates close upon it and all the occupants are apparently killed.

CHAPTER THREE
THE ENEMY'S STRONGHOLD

As his rocket ship is about to be crushed between the great gates of the Hidden City, Buck blasts a

hole through the floor and his party escapes to earth using de-gravity belts. Here they are arrested and taken to Dr. Huer, scientist general, where they are immediately freed. They report their experiences on the planet Saturn, and plan some way of fighting their enemies. Prince Tallen comes to sign a war pact with Killer Kane, despotic world ruler and Buck and Buddy make a daring trip to Kane's palace to prevent the agreement. Tallen learns that Kane is a crook and wearing a de-gravity belt, starts to leave with Buck, and Buddy. The guards turn a searchlight on them, and a paralyzing gun which imprisons them helpless in midair as machine gunners load their weapons.

CHAPTER FOUR
THE SKY PATROL

Buddy, who escaped the deadly paralyzing rays that imprison Buck Rogers and Prince Tallen in midair, uses his disintegrating gun to destroy the paralyzing machine thus saving his friends. In Kane's personal rocket plane they start back to the Hidden City to report the aid of Saturnians in the war with Killer Kane. Wilma, ignorant of the fact that her friends are riding in Kane's ship, starts to bomb the craft and forces it down in the mountains. As Buck, Buddy and Prince Tallen run for safety among the rocks, a Killer Kane squadron arrives and explodes the ship, apparently killing Buck and his party.

CHAPTER FIVE
THE PHANTOM PLANE

Discovering that Buck, Buddy and Prince Tallen are

being bombed by Killer Kane's air-pilots, Wilma turns her rocket ship back and drives the enemy away. She then takes the party to Hidden City, where Tallen signs a war pact to help in the war against Kane. Bad interplanatory radio reception makes it necessary for Buck, Tallen and Wilma to ride a space-ship to Saturn to confirm the pact. Upon landing on Saturn, they find an abandoned Kane ship and enter it in the hope of wrecking the controls. From ambush, Kane's pilots spring forward and, closing the doors, release poison gas inside which apparently kills the three earth folk as they fall gasping to the floor.

CHAPTER SIX
THE UNKNOWN COMMAND

Buck, Wilma and Prince Tallen are rescued from the gas-filled space-ship by Killer Kane's men and taken to the great Saturnian forum. To induce Tallen to do their bidding, they fit him with an electric ray-helmet which makes his mind a blank and transforms him into a human robot who does what he is told. Buck and Wilma are amazed to hear Tallen denounce them and order them imprisoned, and agree to fight with Kane. Grasping Lasca's ray pistol, and using Tallen as a shield, Buck and Wilma make their escape in an underground bullet car. To prevent their getting away, Lasca throws a switch which closes a steel door in their path, and toward which their speeding car must crash and kill them all.

CHAPTER SEVEN
PRIMITIVE URGE

Recovering consciousness after their speeding bullet car crashes into a steel bulkhead, Buck, Wilma and Tallen return to the high tribunal of Saturn to plead their cause. Tallen has lost the filament-ray helmet that blotted out his mind, and again recognizes Buck and Wilma as his friends. Meantime, Lasca discovers that the terrible primitive race, known as "Zugg" men, have accepted another human robot henchman of Lasca's as their leader and are staging a rebellion. Headed by Lasca and his gangsters, they force their way into the forum. Buck smashes the radio set just as Lasca tries to broadcast for Kane to send reinforcements. The angry Zuggs charge Buck and he goes down under a wave of fighting animal-like creatures.

CHAPTER EIGHT
REVOLT OF THE ZUGGS

Escaping through a secret door when the Zuggs attack him in the forum, Buck calls the forces of Saturn to battle. Surprising Lasca and his human robot as they are about to rouse the Zuggs to further warfare, Buck removes the robot's helmet and discovers that he is a friend. The robot then orders the Zuggs to forget their rebellion and go home in peace. Grateful because Buck has ended the war, the Saturnians then agree to aid him in his battle with Killer Kane. Returning to earth with this good news, Buck is attacked by the enemy. His ship collides head-on with another plane and falls dizzily toward the ground.

CHAPTER NINE
BODIES WITHOUT MINDS

Righting his rocket ship as it falls dizzily toward earth, Buck makes a safe landing, but he and Wilma are captured and taken to Kane's palace. The Hidden City people believe Buck has been killed, but Buddy Wade refuses to accept the thought. Risking his life to save his friend, he drops from a plane and lands inside Kane's airdrome at night. Finding the council chamber in the palace empty, he reads the television machine and locates Buck inside the dynamo room. Buck is wearing a filament-ray helmet that makes him a helpless human robot and slave. Just as Buddy starts from the room to free Buck, a guard discovers the boy and shoots him down as he leaps through a window, apparently to his death.

CHAPTER TEN
BROKEN BARRIERS

The shot which apparently killed Buddy only stunned him and he continues on to meet Wilma and help rescue Buck from the ray helmet and slavery in the dynamo room. Together they take one of Kane's ships and return to the Hidden City. One of Kane's spies has stowed away inside the ship, and on arrival gains control of the airdrome office. He calls Kane's raiding squadron to bomb the city, and at the fadeout, Buck is knocked out cold just as the first of the raiding bombers arrive.

CHAPTER ELEVEN
A PRINCE IN BONDAGE

Reviving quickly from the blow that knocked him to the floor of the airdrome control room, Buck over-

powers Carson and closes the great gates of Hidden City just in time to bar entrance of the first of the enemy bombers. Huer tries unsuccessfully to radio Saturn to ask them to join them in battle to wipe out the despotic ruler, Killer Kane. Buck and Buddy take their rocket ship to Saturn and find that Lasca has taken Prince Tallen prisoner and is demanding the planet submit to rule by Kane. Buck urges them not to deal with the treacherous Lasca, as Killer Kane's ships start to bomb the city. Buck and Buddy try to escape in the bullet car but a bomb demolishes the roof, burying them in a mass of falling stone and debris.

CHAPTER TWELVE
WAR OF THE PLANETS

Buddy frees Buck from the mass of debris inside the bombed building on the planet Saturn. With Prince Tallen, they succeed in capturing the treacherous Captain Lasca and his men. The Saturnians promise to help in the war against Killer Kane, and Buck and Buddy start back to earth. Deciding to attack from the inside, Buck lands the ship at Kane's palace airdrome. The Saturnians arrive and in a magnificent air battle, Killer Kane's men are defeated. As a reward, Buck is made marshall of all the nation's planes. Buddy, despite his age, is made brevet lieutenant. At last, Buck and the pretty Wilma have time to consider romance.

CAPTAIN AMERICA
A REPUBLIC SERIAL (1944)

Directed by JOHN ENGLISH
ELMER CLIFTON

Screen Play by ROYAL COLE
RONALD DAVIDSON
BASIL DICKEY
JESSE DUFFY
HARRY FRASER
GRANT NELSON
JOSEPH POLAND

Cast:

Captain America	
Grant Gardner	Dick Purcell
Gail Richards	Lorna Gray
Doctor Maldor	Lionel Atwill
Commissioner Dryden	Charles Trowbridge
Mayor Randolph	Russell Hicks
Matson	George J. Lewis
Gruber	John Davidson
Newscaster	Norman Nesbitt
Professor Lyman	Frank Reicher
Professor Dodge	Hugh Sothern
Henley	Tom Chatterton
Dr. Clinton Lyman	Robert Frazer
Hillman	John Hamilton
Dirk	Crane Whitley
Dr. Baracs	Edward Keane
Monk	John Bagni
Simms	Jay Novello

CHAPTER ONE
THE PURPLE DEATH

Dr. Maldor, curator of the Drummond Museum, feeling that he has been cheated out of his share of the wealth and fame accruing from an archaeological expedition he headed, is carrying out a systematic program of killing every member of the expedition, one by one, and securing their wealth and scientific treasures for himself. Calling himself "The Scarab" he eliminates his enemies by means of a poison known as "The Purple Death." From his most recent victim he has secured plans for his dynamic vibrator, a machine which harnesses light and sound waves into a weapon of terrific destructive power. But Captain America, (who is in reality District Attorney Grant Gardner) intervenes and, with the aid of his assistant, Gail Richards, robs Maldor and his henchman, Matson, of their Purple Death weapon. Maldor concentrates, then, on trying to eliminate Captain America with his new dynamic vibrator, and Captain America faces certain death as a 22 story building crumples over on him.

CHAPTER TWO
MECHANICAL EXECUTIONER

Captain America escapes by a spectacular jump to an adjoining roof. He resumes his role as Grant Gardner and reports to the Commissioner that Matson stole plans of another dangerous weapon, Professor Dodge's Fire-Bolt, a portable electric machine which will cut through the walls of any safe [illegible]. The plans are in a code known only to Dodge [illegible] Grant has him safely guarded. Using evil subterfuge, Maldor forces Gail to disclose Dodge's hiding place. The scientist is captured,

and, under threat of being crushed beneath a huge tractor, is forced to decode the plans. Meanwhile, Grant arrives at Dodge's quarters only to be captured and apparently shot with his own gun. However, his captors do not know that the first cartridge in his gun was a blank, and as soon as he learns where Dodge has been taken, he speeds to the rescue, arriving in time to save Dodge's life. But in the fight he is knocked out in front of the tractor and apparently crushed by the lumbering juggernaut.

CHAPTER THREE
THE SCARLET SHROUD

Captain America rolls aside just in time to dodge the tractor but Matson escapes with the decoded plans for the thunder-bolt, and Maldor immediately puts the machine to work, opening vaults loaded with precious gems and art collections. The only defense against these attacks is a device Professor Dodge is working on to locate the thunder-bolt when it operates. Maldor taps Grant's phone line, learns of the locator, and plants a bomb in the D.A.'s car to destroy him and Dodge's device. Gail sees the sabotage of Grant's car too late to stop him, but manages to chase and warn him just intime for him to jump from the exploding car with the locating device intact. With the locator in operation, Dodge and Grant discover the thunder-bolt at work on the vault of a platinum refinery. Grant assumes his Captain America role and attacks the safe-breakers. He thwarts the theft of the platinum but is trapped in a huge vat which is set afire by the thunder-bolt.

CHAPTER FOUR
PREVIEW OF MURDER

Captain America shoots away the bolts holding the sides of the blazing vat and escapes in time to capture the robot-controlled truck which Matson is forced to abandon. Learning that Prof. Dodge is to be the recipient of a priceless collection of Mayan jewels willed him by the late Prof. Lyman, Maldor plans to murder Dodge, using the robot-controlled truck as his weapon. Grant, not knowing that he is being watched by Maldor on his television screen, hides in the truck, expecting Maldor's men to steal it and take it back to him. Instead, the truck is sent to a garage where Grant is made prisoner. The truck is loaded with explosives and sent to crash into Dodge's home. Grant escapes, changes to his Captain America costume and pursues on motorcycle. He transfers to the truck but cannot interfere with its robot-controlled mechanism, which hurtles on toward Dodge's house. Just before the crash Captain America smashes the control unit and swerves the truck from the house, but it crashes into a stone wall and is blown to fragments.

CHAPTER FIVE
BLADE OF WRATH

Captain America jumps from the truck just before the crash and Dodge is saved, but fearing further attacks, he decides to leave the country. Rather than turn over the jewels to Dodge, Maldor murders him, having, with the aid of an agent, secreted himself in a trunk taken to Dodge's estate.

Grant discovers the ruse too late to capture Matson, but finger prints on the trunk identify the agent, and Gail goes to investigate a fiber box plant where he was formerly employed. She finds nothing suspicious and phones Grant, who asks her to leave the phone receiver up. Just as she starts out Matson arrives and takes her prisoner. Grant learns of this over the open phone line and starts to the rescue. Matson, determined to force Gail to identify Captain America, ties her beneath the huge guillotine-like blade of a paper cutter. She is still in this precarious position when Captain America bursts in, and in the ensuing fight the starting lever is tripped and the blade plunges down onto Gail.

CHAPTER SIX
VAULT OF VENGEANCE

Captain America overcomes his opponents and stops the deadly blade just before it strikes Gail. Maldor's next victim is Henley, a wealthy oil company owner, to whom he sends an extortion note. Matson plants a radio dictaphone in the D. A. 's apartment, but in installing the machine he uses Grant's telephone to check the reception with Maldor. When Grant learns that his phone was busy during his absence, he becomes suspicious, searches the room and finds the dictaphone. Accordingly, Grant contrives a phoney procedure for paying the Henley ransom money which throws Maldor's men entirely off guard. After Gail delivers the money at the appointed place, Matson is completely surprised by the appearance of Captain America in the old mine where he has taken the

loot. However, one of Matson's men appears unexpectedly, and turns the tables. Captain America, after a desperate struggle, is knocked into a deep shaft and Matson sends a heavy ore bucket crashing down upon him.

CHAPTER SEVEN
WHOLESALE DESTRUCTION

Captain America rolls into a lateral tunnel and escapes the descending bucket, but before he can climb out of the shaft, Matson has made off with the money - which proves to be useless to Maldor because Grant had listed the serial numbers. Grant has a card from a used car lot found on the body of Matson's henchman in the cave, and this eventually leads Grant to a garage where he finds a used truck has just been painted to represent one of Henley's oil company trucks. Realizing that Henley's refinery is in danger, Grant assumes his Captain America role and goes into action. Meanwhile, Matson has used the disguised truck to gain entrance to the refinery and has connected tanks of explosives gas to the steam lines going to all the buildings. He is just building up the necessary steam pressure to blow up the whole plant when Captain America arrives. He drives off Matson, and succeeds in closing the valve to the other buildings, but the steam boiler blows up in his face.

CHAPTER EIGHT
CREMATION IN THE CLOUDS

Captain America escapes the explosion and the refinery suffers only minor damage, which so en-

rages Maldor that he plans the immediate murder of Henley. One of Maldor's henchmen attempt to kill Henley with a poison dart; Grant kills the assassin and secures the blow-gun, which he takes to Maldor for help in tracing its ownership. Maldor pretends to sympathize, but can offer no help, and Grant inadvertently allows him to learn that the blow-gun is being sent by plane to Grayson, who will recognize the weapon and know if it belonged to Maldor. To avert this disclosure Maldor sends his men to take over the airport and plant a bomb in the plane Gail is to use in delivering the blowgun. Gail takes off in the plane, but Grant discovers one of the airport mechanics bound and gagged in a store room. As Captain America, he tries to release the mechanic, but a picthed battle is still going when the time bomb in the plane reaches the firing point and the ship is blown to fragments.

CHAPTER NINE
TRIPLE TRAGEDY

Just before the plane explodes, Captain America fights his way to the mechanic, learns about the bomb and radios Gail to bail out. The blowgun is destroyed but Grant, realizing it was a piece of evidence which the Scarab was desperate to recover, has a copy made of the weapon and passes the word to the underworld that Grayson is coming to town to identify the owner of the blowgun, Maldor. Just as Grant had expected, this ruse smokes Maldor out into the open. Grant overcomes his henchman. Meanwhile, Gail trails Matson and is dropped through a trap door into a pit. Realizing

their hiding place has been discovered, Matson lays a powder train to blow it up, but before he gets away, Captain America bursts in. In the ensuing fight Matson breaks away and fires the powder train, leaving Captain America still fighting and Gail helpless in the pit when the barn blows up.

CHAPTER TEN
THE AVENGING CORPSE

Captain America overcomes his opponent and rescues Gail from the pit just before the building blows up. Grant learns that Dr. Lyman, brother of the murdered Professor, has invited all members of the Mayan expedition to view a demonstration of his new invention, a machine which will bring a dead animal back to life. Maldor, included in the party arranges to have two of his men impersonate the Humane Society attendants who bring out the body of a dog for the experiment. They steal the Life-Restoring Machine but Grant manages to kill one of them. The other escapes. Returning, Grant learns that Matson has abducted Dr. Lyman. He trails him to a gravel crushing plant. As Captain America, he and Gail go to investigate the plant, but Matson, forewarned by Maldor, is ready for them. While Captain America battles Matson outside, Gail, searching the office, is apparently blown up by the mine Matson has planted under the building.

CHAPTER ELEVEN
THE DEAD MAN RETURNS

Gail hears the fight outside and runs from the building just before it blows up. She finds that Captain America has captured Matson, but he is fatally injured and dies without gaining consciousness. Matson's body is stolen from the morgue wagon, brought to Maldor's laboratory and subjected to the Life-Restoring Machine. The kidnapped Lyman is forced to bring the criminal back to life. They have just succeeded when Captain America, tracing their whereabouts from a car license, bursts in. While he battles two henchmen in an outer room, Maldor and Matson escape, but Lyman, attempting to stop them, is killed and the Life-Restoring Machine smashed. At the climax of the fight Captain America is trapped in a mass of electric flames when the generator in turned on, suddenly.

CHAPTER TWELVE
HORROR ON THE HIGHWAY

Captain America dives out of the generator room and captures Dirk, the man who threw the switch. To help convict Dirk, Grant asks Maldor to identify him as the man who helped kidnap Lyman. Maldor, after giving Dirk special instructions through his lawyer, makes the identification. Dirk, pretending to crack, admits his guilt and names Lyman as the Scarab. He offers to prove this amazing statement if Grant will take him to Lyman's house to uncover some hidden documents. Grant agrees, and steps right into the guns of Matson and one of his men planted in the house. After a desperate struggle, Dirk and Matson's assistant are killed, but Matson escapes in his car with

Grant in hot pursuit. The thrilling chase ends when a tire is shot out on Grant's car, and the machine plunges over a cliff, to crash in a mass of flaming wreckage.

CHAPTER THIRTEEN
SKYSCRAPER PLUNGE

Grant jumps from the car as it leaves the road. On returning to his office he learns that Hillman, another member of the Mayan expedition, has just discovered a plaque hidden in a clay tile which, when deciphered, proves to be half of a map locating a fabulous Mayan treasure. Maldor has the other half in his museum, and is eager to retrieve the missing half. He goes to Grant's office, ostensibly to report the "theft" of half the plaque, and secretly hides a dictograph. Later, one of his men, Kane, breaks into the office and learns, through the dictograph, where Grant has taken Hillman for safe keeping. Matson and Gordon, disguised as waiters, gain entrance to Hillman's apartment and force him to turn over his half of the map. Captain America bursts in, holds his own for some time in unequal battle, but is finally toppled out the window, and his body goes hurtling down to the street below.

CHAPTER FOURTEEN
THE SCARAB STRIKES

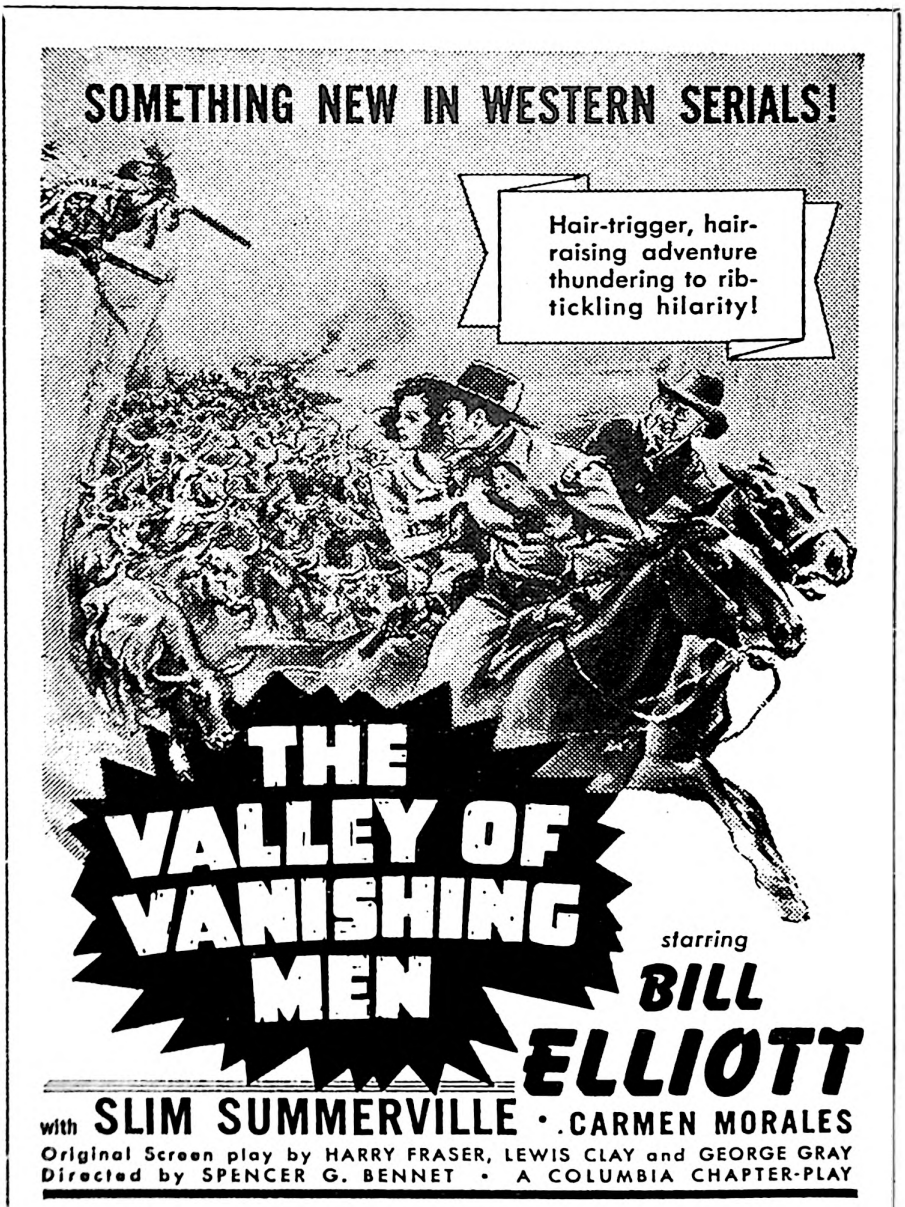
Captain America drops into a loaded laundry truck, which breaks his fall and he escapes injury, but before he can get back to the apartment Matson has escaped with Hillman and taken him to a lonely

farmhouse. Here Maldor, now is possession of both sections of the map, starts torturing Hillman to force him to decipher the ancient symbols on the map. Grant, learning the location of the farmhouse, is hot in pursuit. Meanwhile, Hillman has been seriously injured by Matson's brutal treatment, and Maldor and Matson start back to town for a doctor. Maldor is warned that Grant is on his way to rescue Hillman, and, knowing that Hillman can identify him as the Scarab if he is rescued, Maldor sets off with Matson in a plane to bomb the farmhouse. Captain America arrives, but has to fight off two guards before he can release Hillman. While the battle is going on in the house, Maldor's plane swoops down and drops its deadly cargo. The first two bombs miss, but the third one blasts the house to pieces.

CHAPTER FIFTEEN
THE TOLL OF DOOM

Just before the bomb strikes, Captain America runs from the house, carrying Hillman. Maldor, frantic to keep Hillman from revealing his true identity, sends Matson to seize Gail and bring her to his office. Gail fabricates a tale of a famous brain surgeon being sent direct to the hospital where Hillman is secreted, knowing that the Scarab will send one of his men there, disguised as the doctor. Grant immediately gives orders for the arrest of the "doctor" as soon as he arrives at the hospital. Grant knows Maldor is the Scarab because of the name Gail fabricated for the phony doctor - "Rodlam Baracs," is "Maldor Scarab" spelled backwards. Maldor is warned of his dan-

ger and starts to collect his valuables for a quick getaway, while his assistant puts Gail in a glass case and starts to connect it to a supply of gas which will shrivel her body into a mummy. Captain America arrives in the nick of time to save Gail. Maldor and Matson die in the electric chair.



CAPTAIN MIDNIGHT
A COLUMBIA SERIAL (1942)

Directed by JAMES W. HORNE

Screen Play by BASIL DICKEY
GEORGE PLYMPTON
WYNDHAM GITTENS
JACK STANLEY

Cast:

Captain Midnight	Dave O'Brien
Joyce	Dorothy Short
Ivan Shark	James Craven
Chuck	Sam Edwards
Ichabod Mudd	Guy Wilkerson
Edwards	Bryant Washburn
Fury	Luana Walters
Major Steel	Joe Girard
Borgman	Ray Teal
Dr. Jordan	George Pembroke
Martel	Charles Hamilton
Gardo	Al Ferguson

CHAPTER ONE
MYSTERIOUS PILOT

When enemy bombing planes, directed by Ivan Shark, begin terrifying the nation, Major Steele sends for Captain Albright. Famous as a daring aviator, Albright is even more famous under the alias of Captain Midnight. In the meantime, Shark orders Martel, his assistant, to steal a range finder, which has been invented by John Edwards. Fearing such a move, Edwards gives the model to his daughter, Joyce, and instructs

her to give it to Albright. Soon after, Edwards is kidnapped by the Shark's men. When Albright learns this news, he dresses as Midnight, locates the cabin where Edwards is being held prisoner, and hurries there. Shark discovers Midnight grappling with the guards and orders his men to bomb the hut from the air. It blows into bits.

CHAPTER TWO
THE STOLEN RANGE FINDER

A fraction of a second before the explosion, Midnight leaps out of the doomed hut. When the gangsters start driving off with Edwards, a prisoner in their car, Midnight tries to stop them, but is unsuccessful. That afternoon Shark orders Martel to get the model of the range finder from Albright's mountain laboratory. Edward relays this information to Joyce and she, in turn, conveys it to Midnight who quickly flies home. But the gangsters have beaten him to the punch and have already overpowered Chuck and Mudd, the Captain's two assistants. Seeing Midnight landing, the crooks race a truck onto the field and, as his plane taxis to a halt, the huge truck smashes into him head-on.

CHAPTER THREE
THE CAPTURED PLANE

Albright's plane is only slightly damaged in the crash and he leaps out with guns blazing. When the gangsters see that Midnight is still alive, they race away. Soon after, Shark attempts to

kidnap Joyce, but is thwarted in this regard by Midnight. Shark lays a trap by purposely exposing one of his planes so that it can be seen from the air. Sure enough, Midnight falls for the scheme and quickly lands his plane near the exposed ship. After giving Chuck instructions to fly his ship home, the aviator gets into the Shark's craft and starts to pilot it away. But as he gets aloft, the plane explodes, scattering into a thousand burning fragments.

CHAPTER FOUR
MISTAKEN IDENTITY

At the last instant, Midnight grabs a parachute and bolts out of the exploding ship. Once he lands, though, Martel and some other gangsters capture him. Drawn to the scene by the shooting, several policemen arrest all the people involved, but Shark sends a gang of men down and they recapture Midnight. But before they can bring him to their hideout, the aviator turns the tables and captures the crooks. Walking into the hut alone, he attempts to arrest Shark. However, the fiend throws a switch, opening a trap door under Midnight. Falling to a moving platform, Midnight finds himself faced by a large, whirring circular saw.

CHAPTER FIVE
AMBUSHED AMBULANCE

Luckily for Midnight, Edwards gets away and throws the switch off in time to save the doomed aviator. After a terrific fight, Midnight escapes

with the aged inventor, although Edwards is pretty badly hurt. Shark then disguises himself as the inventor's doctor and persuades Joyce to move her father to a sanitarium. He then arranges for a phoney ambulance. However, Midnight anticipates just such a move and has himself wheeled into the gangster's car. He soon beats off his assailants, and heads for the airport, with the gangsters in pursuit. Shark's men arrive at the airport and start grappling with Midnight. Struck a felling blow, he stumbles toward the propellor of a plane which is warming up.

CHAPTER SIX
WEIRD WATERS

Twisting his body, Midnight escapes the propellor and is miraculously saved. Mudd taxis his plane across the field and drives all the gangsters away but one. Midnight interviews this one and demands that he lead him to the Shark's hideout. However, Shark learns of this and, after turning Joyce over to his daughter, Fury, he readies a trap for the aviator. But Joyce escapes and manages to warn Midnight in time. They then stealthily approach Shark's house. Shark is too quick for them, though, and captures Midnight. The aviator soon finds himself in a room surrounded by iron bars. The room slowly begins to fill with water.

CHAPTER SEVEN
MENACING FATES

Joyce fights free and stops the mechanism which

would have killed Midnight. The two of them then battle with Shark's men and during the struggle Red, one of the men, is killed. The police arrive at the house and Shark insists that Midnight, "a burgular", killed Red, his "son". In the meantime Fury has driven off with Joyce a prisoner in her car. Midnight escapes and follows them, while the police follow. Martel goes up in his plane and bombs the police car. He then bombs the road immediately in front of Midnight, and the daring aviator's car careens off the road into a ditch.

CHAPTER EIGHT
SHELLS OF EVIL

Miraculously, Midnight is unhurt. When Fury turns back to see what has happened, the aviator rescues Joyce and captures Shark's daughter. Some time later, Midnight notices one of Shark's men hanging around and loudly announces to his friends that he is taking Fury to the mountain hideout. When Shark gets the report, he flies to the cabin and instructs his men to bail out and surround it. Midnight, though, has really led Shark into a trap and speedily captures all of the gunmen. He then goes aloft to get Shark. But during the dogfight, Midnight's plane goes into a spin and crashes in flames.

CHAPTER NINE
THE DROP TO DOOM

Chuck and Mudd rush onto the field to rescue Midnight, who is scarcely hurt, but, in the

meantime, the other men escape. A few hours later, Shark and his men return to Midnight's cabin and succeed in knocking the aviator cold. Shark puts him in his plane and starts back to town. When Midnight overhears Shark ordering his men to kidnap Joyce, he starts fighting with his captors. During the melee, the aviator is thrown from the ship, but his parachute opens in time. However, Shark dives at the parachute, firing at the dangling man. The bullets go through the chute and Midnight plumets to earth.

CHAPTER TEN
THE HIDDEN BOMB

Fortunately, Midnight's parachute catches in a tree and the aviator is saved. Returning to the city, Midnight learns of Joyce's abduction. He proceeds to Edward's home only to find that the aged inventor has lost his memory because of the recent shocking events. Midnight then races to Shark's garage. However, Shark has been warned of the aviator's coming, and is ready for him. After a fierce struggle, Midnight recovers consciousness to find himself aboard a whirling disc. Around the disc is a moat of red hot coals. Above him the aviator notices that the ceiling is slowly descending, crushing him down.

CHAPTER ELEVEN
SKY TERROR

Midnight is saved when Shark's men mistakenly cripple the device taking him to his death. Hear-

ing noises of approaching police forces, Shark succeeds in making good his escape. Midnight captures Martel, though, and then lets him escape, hoping that the gangster will lead him to Shark's new hideout. Racing along on a motorcycle after the gangster, Midnight is discovered and the front wheel of his motorcycle is shot away. His machine then jumps an embankmant and crashes into the valley below.

CHAPTER TWELVE
BURNING BOMBER

Fortunately, Midnight is unhurt after the crash. But when he goes home, he learns that Chuck has been captured by the Shark's gang. Disguising himself as Shark, Midnight then orders one of his gangsters to drive him to their hideout. When Midnight arrives, Chuck is battling with the gangsters and a plane is about to leave with orders to bomb a munitions factory. Midnight hops into the plane and takes it up himself. Shark follows in a faster crate, and succeeds in shooting the bomber down. The plane catches fire, explodes and shatters into a thousand fragments.

CHAPTER THIRTEEN
DEATH IN THE COCKPIT

Just before the plane explodes, Midnight parachutes to safety. During the excitement Chuck escapes. Shark is determined to succeed quickly and has his men kidnap Joyce and Mr. Edwards. Midnight and Chuck then head for

Shark's hideout. They are captured immediately upon their arrival and Shark, realizing that the police are on his trail, decides to leave at once. At the last minute, before making good his escape, the fiend instructs his men to blow up the hideout with Midnight and Chuck imprisoned inside the house.

CHAPTER FOURTEEN
SCOURGE OF REVENGE

Fortunately Midnight and Chuck are only stunned by the explosion. They run from the house and capture Shark just before he gets away. With Martel's help, though, the villain not only escapes, but succeeds in capturing Major Steele. He then dresses in the Major's uniform and goes to the army office. Taking the range finder from the safe, Shark starts to leave when Midnight discovers the deception. Taking up the chase, Midnight suddenly smells smoke in the car. Upon further investigation, he realizes that powder is burning in his car and he also hears an ominous ticking.

CHAPTER FIFTEEN
THE FATAL HOUR

Stopping his car, Midnight jumps out just a moment before it explodes. Shark, however, continues on to Edward's home. After capturing Joyce and her father, the arch villain imprisons his two newly-captured prisoners in an underground vault along with Major Steele. In the meantime, he has already gained possession of

Edward's range finder and now arranges a means to electrocute all his prisoners before getting away. But Midnight, accompanied by the police, bursts into the house before Shark can escape. During the struggle, Shark accidentally touches a crowbar to some of the wires in the prison cell. The sizzling electricity shoots through his body and the master mind falls dead. Meanwhile, his gang has been broken up and the vast enemy sabotage ring is successfully smashed by Captain Midnight.



CODY OF THE PONY EXPRESS
A COLUMBIA SERIAL (1950)

Directed by SPENCER BENNET

Screen Play by DAVID MATHEWS
LEWIS CLAY
CHARLES R. CONDON

Cast:

Archer	Jock O'Mahoney
Cody	Dickie Moore
Linda	Peggy Stewart
Ezra	William Fawcett
Doc	Tom London
Emma	Helena Dare
Mort Black	George J. Lewis
Slim	Pierce Lyden
Pecos	Jack Ingram
Denver	Rick Vallin
Durk	Frank Ellis
Irv	Ross Elliott
Eric	Ben Corbett
Chet	Rusty Wescoatt

CHAPTER ONE
CODY CARRIES THE MAIL

Lawyer Mort Black is outwardly a respectable attorney but is secretly head of a band of outlaws, representing an Eastern syndicate which plots to seize control of the surrounding frontier territory by acquiring all the transportation. To cope with the spurt of lawlessness in the territory, the Army appoints Lieut. Jim Archer as an undercover investigator assigned to discover who is responsible

for the outlaw raids on the stage coaches. Archer and his aide, old Doc Laramie, Ezra, owner of the Graham's Corners Pony Express relay station, and young Pony Express rider Bill Cody arrive at Nugget City and learn of the outlaws' intentions to attack a gold shipment at Eagle Gap. Leaving Ezra, they arrive on the scene, mount the gold wagon during the attack and fight with the outlaws who are driving it away. A gunshot, fired in the confusion, sets the wagon afire. As Cody and Archer try to bring the wagon under control it overturns and blows up!

CHAPTER TWO
CAPTURED BY INDIANS

Cody and Archer are knocked from the runaway wagon by a low-hanging branch, just before it overturns and blows up. The outlaws flee when reinforcements arrive. Back in Nugget City, Black is paid an unexpected visit from a representative of the Eastern syndicate who informs him that more successful results are expected. Black then sends a band of desperadoes to attack a nearby Indian village in hopes of stirring up an Indian uprising. Cody, learning of the treachery, seeks to warn the Indians. Cody arrives at the Indian village when the battle starts and attempts to save Chief Gray Cloud. However, he is struck down by another Indian and falls unconscious into a fiercely blazing tepee!

CHAPTER THREE
CODY SAVES A LIFE

Cody revives in time to cut his way out of the burning tepee. He finds his horse and escapes as the Indians fight off the outlaws. At Graham's Corners, word is received of a herd of ponies being driven in for use on the Pony Express and all hands go to protect the animal shipment from possible attack. Linda Graham, Ezra's daughter, is left to guard Denver, a captured outlaw suspected of murdering Chief White Cloud's son. When Denver escapes, Linda goes to warn her father and the others. She gets to the group just as the outlaws intercept and stampede the pony herd. Linda is thrown to the ground as the stampede bears down. Cody rides to her side but before both can get clear, the stampeding horses swarm over them!

CHAPTER FOUR
CODY FOLLOWS A TRAIL

Archer arrives at the scene of the stampede in time to save Cody and Linda with the aid of his rope. The outlaws flee and Cody unsuccessfully tries to trail them. At Nugget City, Black gets word of a valuable jewelry shipment heading through the area and dispatches a group of renegades to rob it. Cody and Archer learn of the plan and ride to warn the stage, on which Linda is a passenger. The outlaws reach the stage first, shoot the guard and driver and stampede the horses. Archer rescues Linda from the vehicle, while Cody transfers to it in an attempt to stop the runaway horses. However, one of the wheels hits a rock and Cody is hurtled into a bottomless chasm!

CHAPTER FIVE
CODY TO THE RESCUE

Cody leaps from the stage as it goes over, rolls down a bank and reaches safety. Joined by Archer and Linda, Cody then fights off the outlaws trying to get the jewelry shipment. Cody, Archer and Doc report to Fort Adams and learn that the outlaws are stealing Army rifles and smuggling them to the Indians. Setting out to recover the stolen rifles, Cody and Archer set out after the outlaws who are aboard a wagon known to be carrying contraband guns. Discovering that they are being followed, the outlaws in the wagon blast a mountain pass and cause an avalanche just as Cody and Archer ride by!

CHAPTER SIX
THE FATAL ARROW

Cody and Archer escape the avalanche by racing their horses under a protecting ledge. They then continue following the wagon and see the outlaws as they rendezvous with Gray Cloud and present him with the rifles. When the villains leave, Cody and Archer inform the chief of the fact that the rifles were stolen from the Army. When Pecos, one of the outlaws, who remains hidden, overhears the Chief consent to a pow-wow at Graham's Corners, he follows the group and shoots down one of the accompanying Indians. Cody, who takes to Pecos' pursuit, is mistaken for the killer and shot from his horse by an Indian arrow!

CHAPTER SEVEN
CODY GETS HIS MAN

The arrow is caught harmlessly between Cody's arm and body. Cody gets up and resumes his hunt for the killer. Through a distinctive tobacco pouch which Pecos has lost, Cody and Archer identify him as the Indian killer and demand that Black arrest him. Black does this, but secretly plans to rescue Pecos that night. Anticipating an outlaw attempt to rescue Pecos, Cody and Archer smuggle him from the makeshift jail into a wagon. When the outlaws see the getaway wagon, they give chase. Pecos falls from the speeding wagon and is shot by an outlaw. Missing a sharp turn, the wagon spills over a deep ledge, carrying Cody and Archer with it!

CHAPTER EIGHT
RENEGADE RAIDERS

Cody and Archer leap from the wagon as it dives over the ledge, and save themselves by sliding down a sand bank. They escape the pursuing outlaws and return to Nugget City, reporting Pecos' death to Black. When Black suggests that the outlaw situation is under control, he is reminded by Cody and Archer that Pecos' killer is still at large. Cody sets out for a Pony Express relay station and finds it in flames. He rides to another relay station and finds it under combined Indian and outlaw attack. He and the station agent flee in a covered wagon, which is set afire by a blazing arrow, trapping its occupants!

CHAPTER NINE
FRONTIER LAW

Cody and the station agent escape the flames by leaping from the flaming wagon. They meet Archer and Doc and all four return to the relay station to drive off the outlaws. Cody and Archer then return to Nugget City where an election for town judge is taking place. Black is elected and immediately arrests Mace, an outlaw rival, and his companions. Mace shoots Black and escapes with his companions, pursued by Cody and Archer. Cody corners Mace and both fight it out on a high precipice. A shot fired by one of Mace's henchmen apparently hits Cody and he drops to the depths below!

CHAPTER TEN
CODY TEMPTS FATE

Cody has leaped to avoid the shot. He lands on a sloping bank and slides unharmed to the bottom of the embankment. Archer arrives and both men drive off the outlaws. They return to town to find Judge Black unharmed, tendering the explanation that Mace's shot merely grazed him. Meanwhile, in another surge of outlawry, Graham's Corners comes under attack. Cody and Archer arrive in time to chase the outlaws. Cody then begins another relay for the pony express, replacing a rider killed by the outlaws. Ambushed by outlaws, Cody rides for his life, but slips and is dragged by his horse into the path of a cattle stampede and almost certain death!

CHAPTER ELEVEN
TROUBLE AT SILVER GAP

Cody rolls into a slight depression as the cattle come over him and he escapes unharmed. Escaping from the pursuing outlaws and from the Indians who had stampeded the cattle, he joins Archer and Doc at Fort Adams where Major Walker reveals a suspicion that the outlaws have their headquarters in Nugget City. Meanwhile, Judge Black, in an attempt to further cripple transportation, has advised the owner of Silver Gap Pass to close his area to public conveyances. Learning of this, Cody and Archer attempt to break the blockade by driving a stage through the pass barricade. As the stage approaches the pass, it vanishes in a terrific explosion set off by the outlaws!

CHAPTER TWELVE
CODY COMES THROUGH

Cody swerves the stage horses aside at the last moment and avoids the blast's full force. Cody and Archer then ride to Nugget City to inform the townspeople of the blast that has destroyed the barricade. In town, when Black gets wind of the news he angrily sends his men to attack Graham's. He then gets Nolan, owner of Silver Gap Pass, to take over the Graham ranch from Ezra on a legal technicality. Ezra then gets a job as supply wagon driver and is attacked and wounded by outlaws. Cody, out scouting, hears shots and races to Ezra'a aid. He jumps aboard Ezra's wagon but falls off the seat and vanishes under the horses hooves!

CHAPTER THIRTEEN
MARSHAL OF NUGGET CITY

As he is about to hit the ground, Cody catches hold of the wagon tongue, grabs the wagon lines and stops the runaway vehicle. Doc gallops up and the two fight off the outlaws and take the wounded Ezra back to Graham's. Meanwhile, acting under orders, Slim, Black's deputy, murders Nolan because of a growing rift between both men. When Cody arrives on the scene to prove that Slim committed the crime, Black holds Slim for trial and then surprisingly appoints Archer as his new marshal. Archer hears of an outlaw plan to attack a nearby telegraph construction crew. He sends Cody to warn the crew, but the attack begins anyway and, in the ensuing battle, Cody is knocked unconscious by a carboy of acid, the contents of which slowly creep towards his prostrate body!

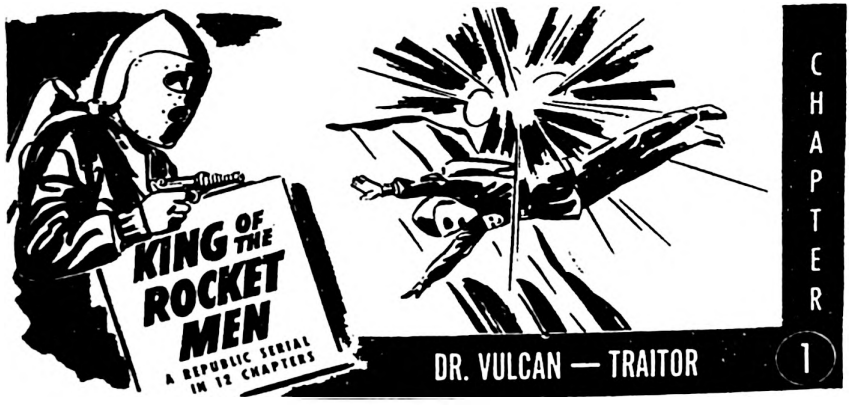
CHAPTER FOURTEEN
BOLT FROM THE SKY

Cody rouses in time to avoid the oncoming acid and he joins the telegraph men, who, with the aid of cavalry from Fort Adams, ward off the outlaws. Back in town, Archer has very strong suspicions that Black is the man behind the outlaws, but absolute proof is needed. When Archer, accompanied by Cody and Doc, goes to Black's office to report, he finds Black gone and an open safe containing a government mail pouch that has been opened. As they are about to take the pouch as evidence to the Fort, they are ambushed by Slim, who with his cohorts ties Cody and Archer to a post and prepares

to shoot them. Just then, lightning from a gathering storm strikes the post, apparently electrocuting Cody and Archer!

CHAPTER FIFTEEN
CODY'S LAST RIDE

The lightning renders Cody and Archer unconscious and causes the outlaws to flee. When they revive, Archer returns to find the incriminating pouch and bring it to the Fort while Cody goes to keep an eye on Black's doings in town. Meanwhile, Black, realizing that he has been discovered, plans for one more villainous escapade - the robbery of a gold shipment laying over at Graham's. Cody gets wind of the scheme, however, and warns the ranchers and Archer, who brings a squad of troopers. The raid is thwarted and Black and his outlaws are captured. With their job over, Archer draws Linda aside for a talk, while Cody and Doc plan to join the Army back East.



DAREDEVILS OF THE WEST
A REPUBLIC SERIAL (1943)

Directed by JOHN ENGLISH

Screen Play by RONALD DAVIDSON
BASIL DICKEY
WILLIAM LIVELY
JOSEPH O'DONNELL
JOSEPH POLAND

Cast:

Duke Cameron	Allan Lane
June Foster	Kay Aldridge
Red Kelly	Eddie Acuff
Barton Ward	William Haade
Martin Dexter	Robert Frazer
Silas Higby	Ted Adams
Turner	George Lewis
Col. Andrews	Stanley Andrews
Sheriff Watson	Jack Rockwell
Foster	Charles Miller
Sen. Garfield	John Hamilton
Brady	Budd Buster
Commissioner	Kenneth Harlan
Hooker	Ken Duncan
Jack	Rex Lease
Indian Chief	Chief Thundercloud

CHAPTER ONE
VALLEY OF DEATH

In Canyon City, a frontier town, wealthy Martin Dexter secretly plots to do away with the Foster Stage Line. Foster is building a road through the unopened Comanche Strip, and Dexter knows

the Strip will fall into his own hands if he prevents the road from being completed. With his lawyer, Higby, Dexter instigates an Indian attack upon the road camp where Foster, his daughter June, Foreman Red Kelly, and numerous workers are stationed. Foster is killed, but the others are saved. One day Dexter's men hold up a stage carrying June, her payroll money, and a cargo of explosives. During the battle, the girl is struck by one of the outlaws and falls unconscious to the seat of the runaway coach. As Duke races to overtake it, the coach smashes into a cliff and is blown to bits.

CHAPTER TWO
FLAMING PRISON

Duke makes a thrilling rescue of June from the coach just before it explodes, and sends her back to camp for help while he returns to recover the payroll money from the desperadoes. In a blazing gun battle, one of the outlaws is killed. Duke captures another, Turner, but the third, Ward, escapes once more with the payroll. Hearing that Turner has been handed over to the authorities, Dexter sends Ward and a henchman to free him. They break into the jail, make a surprise attack upon Duke and the sheriff, and set Turner free. In the rough and tumble battle which follows, a lamp is turned over, setting the jail on fire. Duke is knocked unconscious, and locked in a cell. Turner and Ward then make their getaway, leaving Duke trapped in the blazing building.

CHAPTER THREE
THE KILLER STRIKES

Duke is saved from the flaming jail by June and Red Kelly, who rope their horses to the bar of the cell and tear out a section of the wall. Realizing that work on the road will stop unless the stolen payroll is recovered, June asks the sheriff to raid Red Gulch. He has no authority to go into Federal lands, however, so Duke, Red and June capture a supply wagon and force the driver to take them into Red Gulch. They make a daring attack upon the desperadoes, but are outnumbered and obliged to flee in the captured wagon. After a running fight, Duke drops from the wagon to stop the last of the pursuers. He hurls one man over a cliff, just as the second fires at him. Apparently hit, Duke reels back and plunges into the canyon below.

CHAPTER FOUR
TUNNEL OF TERROR

As the shot is fired, Duke grabs a rope on the outlaw's saddle, jumps over the cliff and hangs suspended in mid-air. He drops the outlaw with a shot, then climbs to safety. A shortage of men forces June to hire work horses from Dexter, who takes a mortgage on the stage line and later has Turner and Ward stampede the horses through a secret mine tunnel into Hidden Valley. Duke and Red discover the tunnel just as the two outlaws are preparing to blow up the entrance. Red is knocked unconscious and falls into a mine train. Duke leaps into the train to aid Red, un-

aware that the cars are loaded with explosives. Turner pulls the trip which releases the train down the tunnel grade. Duke is trying to lift Red when an explosion apparently buries them in an avalanche of stone.

CHAPTER FIVE
FIERY TOMB

Duke and Red escape by grabbing the overhead timbers of the tunnel and pulling themselves out of the train before the crash. They find the stolen horses in Hidden Valley and Duke rides to town to bring help for driving in the herd. Dexter, learning of this, sends Ward and Turner back to poison a waterhole which the horses must pass. While the outlaws are carrying out their orders, they are discovered by June and one of her scouts, Brady. June is taken prisoner, but Brady escapes and warns Duke, who rides to the rescue. Duke traces the outlaws to a distillery at Red Gulch and immediately attacks. During the ensuing fight, an open vat of alcohol is set ablaze. June is struck by a flying missile, and falls into the flaming cauldron.

CHAPTER SIX
REDSKIN RAIDERS

Duke snatches June from the blazing vat and they reach their horses and escape from Red Gulch under fire. Planning to protect her workers, June takes Red Kelly to Pine Junction to pick up a shipment of rifles and ammunition. Dexter intercepts a telegram, learns the route they are

taking, and sends renegade Indians out to ambush them. Duke uncovers the plot, but the battle is already on when he arrives on the scene. Getting aboard Red's wagon, Duke drives off the pursuers: but June, who is in the leading wagon, is struck by a tomahawk and knocked unconscious. Red pulls up to June's wagon and Duke manages a spectacular leap to the girl's side. As he does so, the horses break free and June's wagon roars down a slope to hurtle to destruction over the brink of a precipice.

CHAPTER SEVEN
PERILOUS PURSUIT

Duke and June are thrown from the falling wagon and drop unhurt into a lake at the base of a cliff. Realizing that the outlaws will try to destroy the remaining arms and ammunition. Duke sets a trap for them by storing the cargo in a blacksmith's shop. His plan works. Ward and Turner, entering the shop at night, are surprised by Duke and Red. A battle royal ensues and although Turner escapes, Ward is captured. While taking the prisoner to the jail at Pine Junction, Duke and Red are ambushed by Turner and a henchman. In the melee Ward escapes and Red is wounded. Duke traces the outlaws to an abandoned mine and stages a gun battle. Suddenly the entrance to the mine is blasted, bringing an avalanche of dirt and rocks thundering down upon him.

CHAPTER EIGHT
DANCE OF DOOM

Duke leaps away from the mine entrance in time to escape the avalanche. To help June, he obtains permission to make a short cut of the stage road through the Arapahoe Reservation - but only on condition that the Indians will not be disturbed. Dexter, learning of this, has his men kill two Indian warriors. Duke, June and Red are captured by the Indians, who insist that the stage company is responsible, and two of them must die in atonement. Duke is allowed to make an attempt to capture the real killers; but if he does not return by a certain time, June and Red will be executed. Tracking down Ward and Turner, Duke captures them and starts a wild ride to the reservation. As the time set for the execution comes, the Indians place June and Red in a wagon, then set it on fire.

CHAPTER NINE
TERROR TRAIL

Duke arrives with Ward and Turner in time to save June and Red. Later he decides to bring the Territorial Commissioner to the reservation to take over the prisoners. While he and the Commissioner are en route, their stagecoach is held up by Dexter's men. The outlaws take over the coach and continue on to the reservation with one of their number posing as the Commissioner. Upon arrival the bogus official takes charge of Ward and Turner, then starts to drive off. In the meantime, June and Red have picked up Duke and the real Commissioner; and at this moment they catch up with the outlaws. Duke manages to climb on top of the outlaw's coach. He kills the

driver and both fall from the vehicle - directly in front of June's coach which is following closely behind.

CHAPTER TEN
SUICIDE SHOWDOWN

Duke is merely grazed by the thundering hooves of Red's horses, and escapes unharmed. He searches the driver who was knocked off the stagecoach and finds a new hundred dollar bill on him. Realizing that this may be an important clue, he rides to Canyon City to check the bill at the bank. He is informed that five of these notes were issued to Higby, Dexter's lawyer, and goes to the man's office. An outlaw who is in the office hides in a back room when Duke enters, and is able to assist Higby in making a getaway. Later, however, Duke finds the lawyer hiding in a barn which is stored with dynamite. In the ensuing fight, a gunshot sets the hay on fire. The flames reach the dynamite and the barn is shattered by a tremendous explosion.

CHAPTER ELEVEN
CAVERN OF CREMATION

Higby and the outlaw are killed in the explosion, but Duke escapes. Realizing he will now be suspected, Dexter flees to Red Gulch and sends Turner and Ward to destroy incriminating documents stored in the safe at Higby's ranch. Duke anticipates the move and captures the men before they can destroy the safe. After locking them in a closet, he discovers in Higby's papers that Dexter

has an appointment to meet Maxwell, his Washington co-conspirator, at Volcanic Cavern. He starts out for the Cavern, unaware that Ward and Turner have escaped and are following him. Upon arrival, he makes a surprise attack. Maxwell is knocked into a flaming volcanic pit and Duke is about to subdue Dexter when the outlaws arrive. Ward hurls a tree stump which hits Duke and hurls him into the volcano.

CHAPTER TWELVE
FRONTIER JUSTICE

Duke saves himself from falling into the volcanic pit by gripping an outcropping of rock and hanging on. By the time he has climbed back to safety, Dexter and the outlaws have escaped to Red Gulch. Knowing now that Dexter is the real leader of the gang, Duke warns the Colonel at the Army post and martial law is declared at once. Dexter sends his men and a band of renegade Indians to attack the stagecoach in which June and Red are making the trial run which will give June her franchise. Duke and the Cavalry arrive in time to frustrate the attack, and in a spectacular battle in Red Gulch, Dexter and the outlaws are completely defeated. Duke then leads the stagecoach into Canyon City, concluding the trial run which spells victory for June.

DICK TRACY'S G-MEN
A REPUBLIC SERIAL (1939)

Directed by WILLIAM WITNEY
JOHN ENGLISH

Screen Play by BARRY SHIPMAN
FRANKLYN ADREON
REX TAYLOR
RONALD DAVIDSON
SOL SHOR

Cast:

Dick Tracy	Ralph Byrd
Zarnoff	Irving Pichel
Steve	Ted Pearson
Gwen	Phylis Isley
Robal	Walter Miller
Sandoval	George Douglas
Anderson	Kenneth Harlan
Scott	Robert Carson
Foster	Julian Madison
First G-Man	Ted Mapes
Second G-Man	William Stahl
Third G-Man	Robert Wayne
Tommy	Joe McGuinn
Ed	Kenneth Terrell
Warden Stover	Harry Humphrey
Baron	Harrison Greene

CHAPTER ONE
THE MASTER SPY

Zarnoff, the head of an international spy ring, is finally captured by Dick Tracy of the Federal Bureau of Investigation, and brought to trial. He

is convicted of various crimes including murder and sentenced to death in the lethal gas chamber. After being pronounced dead, he is removed in a morgue wagon which is subsequently hi-jacked, and Zarnoff is revived by powerful drugs and a pulmotor. Tracy secures evidence to prove that Zarnoff is still alive, and a short time later he is tipped off that an important shipment of armaments from the International Munitions Works, scheduled to pass through the Panama Canal, is to be blown up. Tracy hastens to the locks with his pal, Steve Lockwood, and frantically tries to prevent the explosion. It occurs in spite of his efforts, and rocks the entire Canal Zone.

CHAPTER TWO
CAPTURED

Although unable to stop the loaded patrol boat, Tracy does succeed in diverting it from its course. Tracy is able to transfer to a plane just before the boat is blown up. He follows Zarnoff back to the States and identifies a murdered man as one of Zarnoff's henchmen. Evidence found on the body discloses that the man had recently been at a fish cannery; this lead is tracked down, and it is discovered to be Zarnoff's headquarters. Tracy confronts Zarnoff, and is holding him until reinforcements arrive, when he is precipitated through a hidden trap door in the floor. Zarnoff ties Tracy in a chair before a door rigged up so that when the door is opened, a gun will fire. Tracy's men, coming to assist him, will then fire back, and Tracy will be killed by his own men unwittingly.

CHAPTER THREE
THE FALSE SIGNAL

Tracy manages to cut himself loose from his bonds before the fusillade of bullets. In searching the premises, Tracy and his men find no trace of Zarnoff, but they do find a bound and gagged man who turns out to be tender of the harbor lighthouse. Tracy suspects a plot having to do with the lighthouse, and investigates. He finds that the heavies have demolished the light mechanism, and have put up another light on some dangerous shoals called Suicide Reef. It develops that a South American Republic's president is on his way to the States, and Zarnoff evidently has some reason for wishing to prevent his landing. Tracy makes a frantic attempt to warn the South American vessel approaching the reefs. He boards a barge, held by the spy-ring, and climbs the crow's nest to try to give a warning, when a rope is cut by the heavies and he dashes to the deck, 80 feet below.

CHAPTER FOUR
THE ENEMY STRIKES

The rope, cut by the heavies, tangles in the rigging, and Tracy is swung over to the mast, where he grips the ladder and quickly climbs to the top. Here he stops the mechanism on the false lighthouse beam, and directs the beam off towards the reefs. He sends a flashlight message in international code to the South American vessel. Meanwhile, the G-Men and the heavies are battling below, and a kerosene lamp is overturned which

sets fire to the boat. It is with great difficulty that Tracy and his men finally escape. Tracy tracks the false lighthouse gear to a marine Salvage Company which, unknown to him, is in league with Zarnoff. The manager, under pretext of leading him to the men who purchased the gear, lures him and Steve to a deserted spot in the harbor where they are to go out to an old boat. Tracy and Steve approach the boat from the rear, and enter quietly. There is a fight, and Tracy is thrown overboard, landing between two ships which will certainly crush him.

CHAPTER FIVE
CRACK-UP!

Trapped between the two barges, Tracy makes a rapid underwater swim towards where the curve of the bow commences, and escapes death by a fraction of a second. Tracy returns to the F.B.I. offices, and learns that a shipment of two and a half million in gold is being sent across the country by train for foreign shipment, and the F.B.I. is to protect it as far as Denver. Steve and another G-Man lock themselves in the express car. Tracy discovers that Zarnoff's men are pulling spikes on the railroad track near a sharp curve to wreck the train, while their private plane stands by to pick up the gold and escape with it. Tracy pursues, and a plane battle follows, with Tracy victorious. He then flies low, hoping to warn the engineer of the impending disaster near the curve, and finally, lands in front of the train, forcing it to stop.

CHAPTER SIX
SUNKEN PERIL

Tracy is only shaken up in the plane crash. Zarnoff's activities have resulted in a rich haul of valuable government plans and documents. Tracy is assigned to find these documents and recover them. He traces Zarnoff to a dam in the foothills, and, together with Steve, engages in a gunfight with Zarnoff's heavies, subduing them and searching the region of the dam. Learning that Zarnoff's men have hidden the documents in a diving bell anchored at the bottom of the lake behind the dam, Tracy goes down in a diver's helmet and captures the man in the diving bell. Robal and the other heavies approach the dam, knock Steve out, and, before Tracy has a chance to ascend to the surface, they cut the airline to his diving helmet.

CHAPTER SEVEN
TRACKING THE ENEMY

Tracy takes temporary refuge in the diving bell and later swims to the surface, and revives Steve. All the documents have been removed and transported up the lake by motor boat. Tracy follows the villains to a sawmill where he discovers some timber hollowed out. He deduces that the important documents are smuggled out of the country in this manner. He and Steve are jumped by one of the heavies at the saw mill; Tracy eludes them and telephones headquarters to guard all roads leading from the district. Tracy's men follow the concealed documents to the dock where the timber is loaded for foreign shipment. Tracy orders the

loading stopped and a fight ensues. Tracy is fighting directly beneath the crane, and Robal, one of the villains, releases the clutch and many tons of heavy timber fall directly upon the struggling man beneath.

CHAPTER EIGHT
CHAMBER OF DOOM

Tracy escapes miraculously, and although he is unable to capture the spies, he does recover the valuable documents. Among them is a set of government blueprints which was apparently stolen from a local airplane factory. The superintendent denies that any plans were stolen as their original set is intact. It develops that a clerk has been photographing the plans with a wrist-watch camera. In unraveling this mystery, Tracy stumbles on a new scheme of Zarnoff's for smuggling plans out of the country. Sections of the plan are traced on pelts in a furrier's shop. After shipment to a foreign country, these pelts are chemically treated and reassembled. As Tracy makes this discovery, he walks into a trap where he is captured by Zarnoff's men and forced into a disinfecting tank. Here the deadly gas used for treating the pelts is about to suffocate him.

CHAPTER NINE
FLAMES OF JEOPARDY

Tracy's G-Men break into the fur store in time to save him from the poisonous gas tank and they take their one captive back to headquarters for questioning. Zarnoff's men fear this prisoner will

talk, so they tamper with the night elevator in the F. B. I. building, planning that the prisoner and Tracy will both drop to their deaths. The prisoner escapes and dashes into the elevator, plunging to his death. A secret service man arriving from the Orient on a dirigible carries information and documents which endanger Zarnoff's safety. Zarnoff has a crooked inventor perfect a device whereby a gun can be concealed in a newsreel camera capable of shooting an incendiary bullet. The operator gains access to the landing field and trains his camera on the descending dirigible. His bullets set fire to the gas bag, and the dirigible bursts into flames.

CHAPTER TEN
CRACKLING FURY

The secret service man is saved from the wreckage of the dirigible, but Zarnoff's men manage to steal his dispatch case containing the important documents. The case is recovered, after a wild fight, and the contents decoded by the modern F. B. I. methods. Zarnoff, knowing Tracy and the F. B. I. will soon come to his new hideout, an abandoned ore smelter, has his men prepare a trap. Tracy and a squad of his men set out for a raid on the smelter. Going cautiously down a narrow passage with iron railings on each side, they are trapped when Zarnoff's man throws a switch leading from a powerful dynamo and transformer. Million-volt sparks leap from one railing to the other, and Tracy and Steve are trapped between them.

CHAPTER ELEVEN
CAVERNS OF PERIL

Tracy saves both Steve and himself by short-ciruiting the rails of the spark gap with a crow-bar, only to find that Zarnoff and his men have made good their escape and have taken all their equipment with them. Zarnoff has been communicating with his various spy units by secret radio, and the G-Man radio experts locate the sending station at a deserted mining camp in the desert. Tracy and Steve go to Quartzite, meeting an elderly prospector and his grandson, an amateur radio fan. Tracy discovers that a nice stranger has befriended the boy and frequently drops in evenings to use the sending set after he has gone to bed. Tracy deduces that the stranger is Zarnoff's agent. Seeking him, his investigation leads him to an old mine shaft whose tunnels lead to an arsenal. Steve and Tracy are trapped in the tunnel and the explosives set off.

CHAPTER TWELVE
FIGHT IN THE SKY

Sammy, the prospector's grandson, rescues them through a fissure in the rocks known only to himself. Tracy, in a bold effort to apprehend Zarnoff, releases publicity to the effect that a Professor Guttenbach has perfected a new explosive more powerful than anything yet invented. Tracy figures that Zarnoff will try to steal the formula from the inventor's laboratory. A "human fly" in the Zarnoff organization scales the walls of Guttenbach's laboratory, and steals the fake for-

mula, being picked up on the roof by an auto-gyro. An electric alarm rings when the fake formula is stolen, and Tracy pursues the thief, hanging on the bottom of the auto-gyro as it flies over town, with the heavies trying to dislodge him.

CHAPTER THIRTEEN
THE FATAL RIDE

Tracy manages to shoot the heavy who is trying to dislodge him from the running gear of the auto-gyro, and he captures the driver of the plane and brings him to headquarters. Anderson, F.B.I. chief, arrives in the city and, while he is going over the case with Tracy, word comes from the penitentiary that the heavy captured in the auto-gyro has "broken" and is ready to talk. This is part of Zarnoff's plot. Tracy has a flat tire, and they take a taxi, which is in reality an armed car of the Zarnoff organization. Gas from the exhaust pipe is turned into the passenger's compartment, and the occupants are rapidly being asphyxiated.

CHAPTER FOURTEEN
GETAWAY

Zarnoff, in his plotting, has overlooked the fact that the speaking tube still remains in the taxi. Tracy gets enough air through this to keep himself and his companions alive until their destination is reached. Here he surprises the heavies by stepping out of the auto alive, but they soon overpower him, and he and his men are made prisoners at Zarnoff's headquarters. While they are

prisoners, Tracy learns of a plot to steal the government's plans for a new aerial torpedo from the home of the inventor. He escapes from Zarnoff's house with Steve and Anderson, and he and Steve go to prevent the stealing of the plans. They are late; Zarnoff and Robal have already secured the plans, but they pursue them through hilly country to a point where Zarnoff releases a combination smoke-screen and tear-gas which blinds Tracy, and his car goes off a steep cliff.

CHAPTER FIFTEEN
THE LAST STAND

Fortunately, the car is not demolished and Tracy escapes with only a few bruises. Later, in tracing Zarnoff's station wagon, it is found abandoned, and Tracy and his G-Men track Zarnoff's gang to a hidden valley in the mountains. Fearing eventual capture, Zarnoff radios for his private plane to pick him up. Tracy knocks out the pilot, throws Zarnoff into the plane and flies off across the desert. He has to make a forced landing due to engine trouble, and they start walking across the desert. Nearly dead of thirst, they come to a spring: Zarnoff knocks Tracy out, ties him to a tree, and drinks his fill of the water, giving Tracy none. Tracy is rescued, after having been deserted by Zarnoff, and Zarnoff himself dies on the desert, having unwittingly poisoned himself at the arsenic spring.

GOVERNMENT AGENTS VS. PHANTOM LEGION
A REPUBLIC SERIAL (1951)

Directed by FRED C. BRANNON

Screen Play by RONALD DAVIDSON

Cast:

Hal	Walter Reed
Kay	Mary Ellen Kay
Regan	Dick Curtis
Sam	John Pickard
Cady	Fred Coby
Armstrong	Pierce Lyden
Willard	George Meeker
Patterson	John Phillips
Thompson	Mauritz Hugo
Turner	Edmund Cobb
Barnett	Eddie Dew
Coroner	George Lloyd
Brice	Dale Van Sickel
Brandt	Tom Steele
Crandall	Arthur Space
District Attorney	Norval Mitchell
Motorcycle Officer	Frank Meredith

CHAPTER ONE
RIVER OF FIRE

To combat a wave of attacks on highway transportation, Hal Duncan is assigned as Government Agent to work with the Truck Owners' Association; he is assisted by Sam Bradley. The Association consists of four individual truck owners: Armstrong, Crandall, Thompson and Willard, and their secretary, Kay Roberts. Hal's first attempt to track down the

hijackers is to personally take Armstrong's truck on one of its runs. Through a ruse he stops the truck and is captured by Regan and Cady, two henchmen of The Voice, head of a gang which robs trucks and steals cargoes for a foreign power. A fight develops in an underground chamber of a warehouse. Hal's shot punctures a gasoline drum and Regan ignites the gas by throwing a flaming cigarette lighter into it. The can explodes and the flames ignite many boxes of hand grenades which explode into a wall of flame.

CHAPTER TWO
THE STOLEN CORPSE

Just before the explosion, Hal jumps off the hand car and dives into a side tunnel. He discovers that Armstrong's truck is overdue so Hal and Sam start to check on it. They locate it while driving along a highway. Hal transfers to the trailer. Regan spots him but is overtaken by Hal who takes him to Mercer Jail for the night. Regan makes his escape by taking a pill which produces the effect of death. The renegades use a morgue wagon to take the body, and when safely away, proceed to bring Regan back to life. Hal pursues the morgue wagon in a mountain chase, highlighted by a gun battle. He is just about to catch up when they throw a stretcher out the door. In attempting to swerve the car to avoid the stretcher, Hal plunges over a bank into a rapidly flowing river and disappears.

CHAPTER THREE
THE DEATH DROP

Hal reacts to the impending crash, opens the door and jumps out. In order to steal the valuable electronic instruments, The Voice has the master cable of the central burglar alarm system cut in a heavily guarded warehouse, thereby permitting Regan and Cady, in the ensuing confusion, to steal the electronic parts. Since the rest of the parts are coming by train, The Voice sends Regan to the railroad station to board the train and arranges to have trucks waiting to take on the cargo, after blowing up the train as it goes through. Hal spots Regan but is knocked out in a fight with Regan and Cady. When he comes to, he charters a plane in order to stop the train by flagging it down. Unsuccessful, Hal parachutes down and lands near the tracks, the chute covering him. The train thunders in and moves over the chute, apparently killing Hal.

CHAPTER FOUR
DOORWAY TO DOOM

Hal is lying to one side when the train passes over the parachute. The electronic parts the train was carrying are saved. The Voice claims the reward for the missing parts but to be sure there is no doublecross he has explosives placed in the truck loaded with the parts. Hal as contact man is shot at by Cady but ducks. In attempting to run away, Cady falls over the trip wire and the truck is blown to bits. Hal makes his getaway with the money. Regan and Cady listen in over the car wave-length and hear Hal telling Kay he will place the money in the office safe that night. Regan and Cady open the safe, find it empty and are about to leave when they see Hal's silhouette on the ground glass of the

office door. They level their guns and pour a stream of bullets through the glass.

CHAPTER FIVE
DEADLINE FOR DISASTER

Although Hal's shadow appears on the ground glass in the door, he is actually standing a little to one side and the bullets miss him, but by the time he gets into the office Regan and Cady have escaped down the fire escape. Regan and Cady capture Kay but The Voice sends Hal a ransom note telling him to bring duplicates of the shipping orders at which time Kay will be released. Hal follows the trail, puts a gun on Regan, but Cady, sheltered by Kay's body, draws and orders Hal to drop his gun. Hal lights into Cady who sees him coming, picks up a heavy prop and hurls it at Hal, striking him in the chest. Hal staggers back and impales himself on the sharp point of the pickaxe protruding from the wall.

CHAPTER SIX
MECHANICAL HOMICIDE

We now see that the point went under Hal's armpit, holding him against the wall. Kay, crawling along the floor, picks up the gun and aims at Regan and Cady who run out. The Voice decides Crandall must be removed. Through the office two-way radio, Hal, in his car, overhears Regan holding up Crandall and Kay. He speeds to their aid and is successful in rescuing them. Undaunted by failure, The Voice steals Armstrong's truck containing a load of explosives and equips it with a remote

control system. Hal locates the truck, is knocked unconscious by the heavies. Regan manipulates the remote controls and sends the truck, with Hal futilely trying to turn the wheel, crashing into Crandall's garage. Truck and garage explode in a mass of flame.

CHAPTER SEVEN
THE FLAMING HIGHWAY

Hal escapes by jumping from the truck just before it crashes. At the Association meeting Hal informs the others he will not allow Crandall to assume all the responsibility, so he will issue secret orders to the different companies for each shipment and hold them responsible individually. The Voice steals a shipment of uranium, but Hal, close on the trail, picks up the truck and follows it. The truck driver leads Hal into an ambush, but he manages to drive off his attackers and pursues them when they try to escape. With the gas tank of their car punctured, the racketeers are forced to take over a gasoline truck and attempt to flee in it. As Hal is rapidly overtaking them, the villains open the valve on the tank truck and let a stream of gasoline flow down the road. They ignite it and a river of flame engulfs Hal's car.

CHAPTER EIGHT
SEA SABOTEURS

Hal escapes from the car just before the flames reach it. The Voice learns by means of a radio sender that Hal is checking all outgoing shipments with Geiger counters and so plans to smuggle the

uranium out by a chartered boat to an off-shore steamer. Hal discovers this, checks the different charter boat services and catches Regan and Cady about to set out in a chartered cruiser. His attempt to capture them ends in a fight in which Hal is knocked out, bound and loaded aboard the cruiser to be dumped at sea. But Hal's warning to the Coast Guard brings a cutter which opens fire on the cruiser. The renegades jump overboard leaving the cruiser to run wild and finally crash near the Coast Guard cutter.

CHAPTER NINE
PERIL UNDERGROUND

Hal breaks loose from his bonds and dives overboard as the boats crash. He and Sam capture Regan and Cady when they attempt to hijack the cargo. Wishing to capture the leader of the gang, Hal forces Regan to call The Voice and ask him to meet him at a certain point. The Voice sends another man to the rendezvous. In the ensuing fight, Sam is knocked out and Hal is made prisoner by Regan and Cady. They force Hal to drive but he overpowers them in the car. He forces them to walk ahead of the car while he drives and covers them, but they run down a steep bank and Hal is forced to go after them on foot. They run into a deserted mine and when Hal attempts to follow them they trip a bin of ore which comes crashing down a chute and buries him.

CHAPTER TEN
EXECUTION BY ACCIDENT

Hal dives into an overturned ore car which protects him from the avalanche of ore. Hal now has sufficient evidence to be sure that one of the Association members is head of the gang, but he cannot be sure which one. He calls the District Attorney to his office and recapitulates the highlights of the case. The District Attorney promises to go to work on the case at once and asks Hal to take all his records out to the D. A. 's home. A janitor planted by The Voice overhears these arrangements and Regan and several of his men plan a trap for Hal when he takes out the records. By crowding him with two cars coming in opposite directions Hal's station wagon is forced off the road to crash in flames.

CHAPTER ELEVEN
PERILOUS PLUNGE

Hal escapes from the car before it crashes but all his records are lost in the fire. When Hal goes over his old notes to draw up a new report on the case he discovers that he still has the radio wave lengths of both The Voice's and Regan's radios. With this information he plans to locate The Voice's headquarters. He leads Regan and Cady into a car chase into the mountains, then abandons his car and gives them the slip. When they use their car radio to report to The Voice, Sam and Kay locate the position of the office. Sam and Hal hurry to the office and catch Regan and Cady in the outer room. The Voice, through the one-way mirror, watches the fight ready to interfere if necessary, but Sam is knocked out and a chair thrown by Cady knocks Hal back out of the window to plunge down

toward the street.

CHAPTER TWELVE
BLAZING RETRIBUTION

Hal lands unhurt in a truckload of empty paper paper cartons and hurries back to the office. He and the police discover a rough diagram of some new construction in the underground warehouse and Hal and Sam go there to investigate. Regan and Cady plant a booby trap for intruders, but are attacked by Hal and Sam. In the fight, Regan is killed by his own booby trap, and Cady is captured. Leaving Sam with their prisoner, Hal hurries to The Voice's office, where he is fired upon through a concealed slot. Hal smashes a chair through the mirror to find the inner room a mass of flames. The flames reveal The Voice to be Armstrong. Hal tackles him and they battle until Armstrong is finally knocked backward and impaled on a blade of broken glass.



THE GREAT ADVENTURES OF CAPTAIN KIDD
A COLUMBIA SERIAL (1953)

Directed by DERWIN ABBE
CHARLES S. GOULD

Screen Play by GEORGE H. PLYMPTON
ARTHUR HOERL

Cast:

Richard Dale	Richard Crane
Alan Duncan	David Bruce
Captain Kidd	John Crawford
Buller	George Wallace
Devry	Lee Roberts
Long Ben Avery	Paul Newlan
Dr. Brandt	Nick Stuart
Moore	Terry Frost
Jenkins	John Hart
Captain Culliford	Marshall Reed
Native	Eduardo Cansino, Jr.
Princess Fatima	Willetta Smith
Lord Bellmore	Lou Merrill
Docklin	Ray Corrigan
Andrews	Charles King
Hannibal	Bud Osborne
Nardo Thompson	Gene Roth

CHAPTER ONE
PIRATE VS. MAN-OF-WAR!

Richard Dale and Alan Duncan, members of the British Royal Navy, are secretly ordered to obtain proof that the famous Captain Kidd is a pirate. They maintain the sworn secrecy of their mission, even when they are seized as desert-

ers by British officers and seamen who cart them off to a British frigate, where both are lashed to the mainmast as punishment. Returning to England, the ship is suddenly attacked by Captain Kidd. A violent sea-battle ensues; there is a terrific explosion as the British ship blows up with Dale and Duncan helpless!

CHAPTER TWO
THE FATAL SHOT

Richard and Alan are freed from their bonds by the explosion. Taken aboard the pirate vessel, they discover the captain is not Kidd, but the notorious Captain Culliford, who also holds the kidnapped Princess Fatima, daughter of the Grand Mogul. Richard and Alan escape with Fatima. In New York, Richard and Alan seek to put Fatima aboard a ship returning to her homeland, but they are suddenly attacked, and a violent fight takes place. Richard climbs into the rigging to escape, is shot at, falls into the water and vanishes into its depths!

CHAPTER THREE
ATTACKED BY CAPTAIN KIDD

Richard has not been hit, but has thrown himself from the rigging to avoid the shots. Alan also dives over the side. Both men swim to safety, only to be shanghaied by pirate Captain Thew. Richard and Alan are put to work by Devry, a brutal mate who finds papers on Dick proving he is a naval officer. Richard and Alan are tied to the muzzles of cannons just as Cap-

tain Kidd's warship appears on the horizon. Gunfire ensues with Richard and Alan helplessly bound to the cannon muzzles!

CHAPTER FOUR
CAPTURED BY CAPTAIN KIDD

A sudden gun volley from Kidd's ship frees Richard from the cannon and he unbinds Alan in the confusion. Boarding the ship with his men, Captain Kidd sees Richard subdue Thew and asks him and Alan to join his crew. They agree to sail with the pirate. Buller, Kidd's mutinous first mate, asks Kidd to obtain supplies from a nearby island. Richard and Alan are sent ashore to bargain with the natives, but Buller instructs his men to set fire to the native huts. The angered natives seize Richard and Alan and throw them into the midst of the flaming huts!

CHAPTER FIVE
MUTINY ON THE ADVENTURE GALLEY!

Richard and Alan find a cistern of water in the hut and overturn it on themselves and the ground, making them safe from the flames, until Kidd's men arrive and effect their rescue. Aboard ship, Buller feels that the dissatisfied men are against Kidd but, in a showdown, the men split into two camps. On shore, Richard and Alan fill a longboat with needed food and supplies, but Buller blows the boat out of the water before it can reach Kidd's vessel. The supply boat, with Richard and Alan on board,

vanishes in the ocean!

CHAPTER SIX
MURDER ON THE MAIN DECK!

Richard, Alan and one seaman survive the blast. Back aboard ship, Kidd tells Richard a mutiny is brewing and enlists his aid in finding out the leader. In the hold where supplies are being stored, Richard and Alan escape death when a water cask mysteriously falls on them. The two friends feign a sudden fight and Alan is ordered below, where trouble-maker Dr. Brand enlists his aid against Richard. That night, Alan, with Brand and Buller watching, savagely hurls a knife at Richard who falls to the deck!

CHAPTER SEVEN
PRISONERS OF WAR!

Richard had been protected by a mailcoat under his shirt; he restrains Kidd in finding the attacker. Richard and Alan speak briefly on deck and agree to maintain the pose as enemies. Days pass and finally a ship is sighted, flying a French flag. Kidd boards the ship and takes the captain and mate prisoner, promising safe landing at the first port. Devry and Buller uncover a treasure chest aboard, but are caught by Richard who claims it belongs to Kidd. Richard is attacked by the two mutineers and left locked in the hold where a fire has broken out!

CHAPTER EIGHT
MUTINY UNMASKED!

When Alan sees smoke coming from the hatch of the captured vessel, Kidd sends men over to squelch the fire, rescuing Richard who forces Buller to turn the treasure over to Kidd. The mutineers learn Alan was responsible for saving Richard's life; both men are thrown in the hold. When a British frigate is sighted, Kidd refuses piracy, seeking only supplies, but Buller boards the ship and claims it for Kidd! Kidd learns of the treachery and launches a boat for the ship. Buller fires on Kidd and blasts his boat to pieces!

CHAPTER NINE
PIRATE AGAINST PIRATE

Before the boat is hit, Kidd and his men leap overboard and swim to safety back to his ship. Kidd overtakes the British ship and denounces Buller, apologizing to the British captain who tells Kidd that pirates are quartered at LeDeux Island. Kidd charts his course there. Richard and Alan are freed from the hold and the mutineers placed there under arrest. While Richard and Alan investigate the island, Culliford and his men storm Kidd's ship and overpower him. Knocked unconscious, Kidd is thrown overboard!

CHAPTER TEN
SHOT FROM THE PARAPET!

With Kidd supposedly killed, Culliford orders his men to embark for the pirate island, leaving Culliford, Buller and Devry to split Kidd's

treasure! Kidd, rescued by one of his men, gathers his loyal crew together to recapture their ship. Culliford is stabbed by Buller. Kidd captures Buller and Devry and sets them ashore where they recognize Richard and Alan in a pirate tavern. Buller warns Long Ben Avery they are Kidd's spies. Long Ben has them tied to a wagon and shoves it over a precipice, crashing onto the rocks below!

CHAPTER ELEVEN
THE FLAMING FORTRESS!

Alan is thrown clear of the wagon as it drops, and then goes to aid Richard who has only been shaken up. Meanwhile, Kidd continues his search for his two mates. Long Ben begins pursuit of Richard and Alan and a savage battle ensues between his and Kidd's forces. The British fleet arrives on the scene and attacks the pirate fortress. Kidd, Richard and Alan enter the fort to aid the British. British shells knock loose a lantern in the powder room. A terrific explosion seems to demolish Kidd, Richard and Alan!

CHAPTER TWELVE
BEFORE THE FIRING SQUAD!

Kidd notices the ignited powder and shouts to Richard and Alan to take cover. The three men escape. The British force the pirates to surrender. Captain Kidd is placed under arrest as a pirate! Richard is also arrested; both are taken to the tavern to await trial. Alan rescues

Kidd and Richard, but they are met by Long Ben and his henchmen who persuade the trio to board Long Ben's fleeing ship. All three are sentenced to death by firing squad. Long Ben gives the signal to shoot. The pirates take aim and fire!

CHAPTER THIRTEEN
IN THE HANDS OF THE MOHAWKS!

Kidd, Richard and Alan are saved from the volley of shots when Long Ben's vessel suddenly runs aground; they escape with Long Ben's treasure. Burying the treasure on shore, Kidd gives Richard maps of both this and another treasure buried on Gardiner's Island. Back in New York, Kidd hides and Richard and Alan try to clear Kidd, but avaricious city officials order Kidd's arrest. Richard and Alan learn Kidd is in Boston. En route to rescue him, they are ambushed by Mohawk Indians, who try to burn them at the stake!

CHAPTER FOURTEEN
PIRATE GOLD!

Woodsmen, seeing the flames, rout the Indians and rescue Richard and Alan. The two British officers learn where Gardiner's Island is and set out to find the buried treasure of Captain Kidd, planning to use it in Kidd's behalf. They are attacked by more Indians! A savage hand-to-hand fight takes place with Richard and Alan greatly outnumbered. Finally overpowered, Richard and Alan are thrown into the hole where the treasure had been hidden. They are buried

alive!

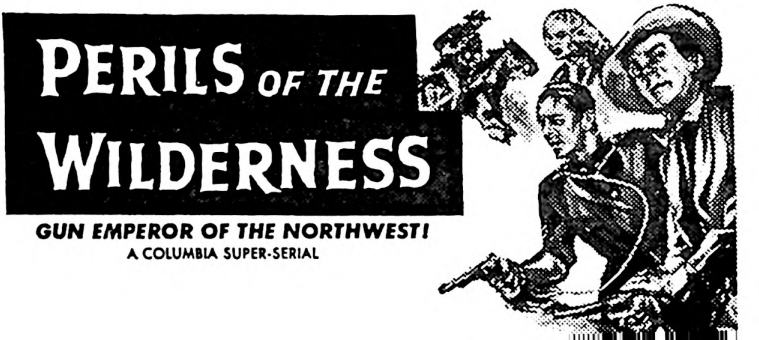
CHAPTER FIFTEEN
CAPTAIN KIDD'S LAST CHANCE!

Richard and Alan extricate themselves from the dirt piled on them. In Boston, they learn Kidd has been sent to England to stand trial! Obtaining passage to England, Richard and Alan officially are told Kidd must hang as a scapegoat for higher-ups and they are ordered to leave England. They summon loyal followers of Kidd to a tavern meeting. Buller and Devry enter with gold received for Kidd's betrayal. Buller and Devry are slain in the fight that follows. Arrested, Richard and Alan are allowed to "escape" to America - firmly believing that Kidd was the finest man who ever sailed the sea!

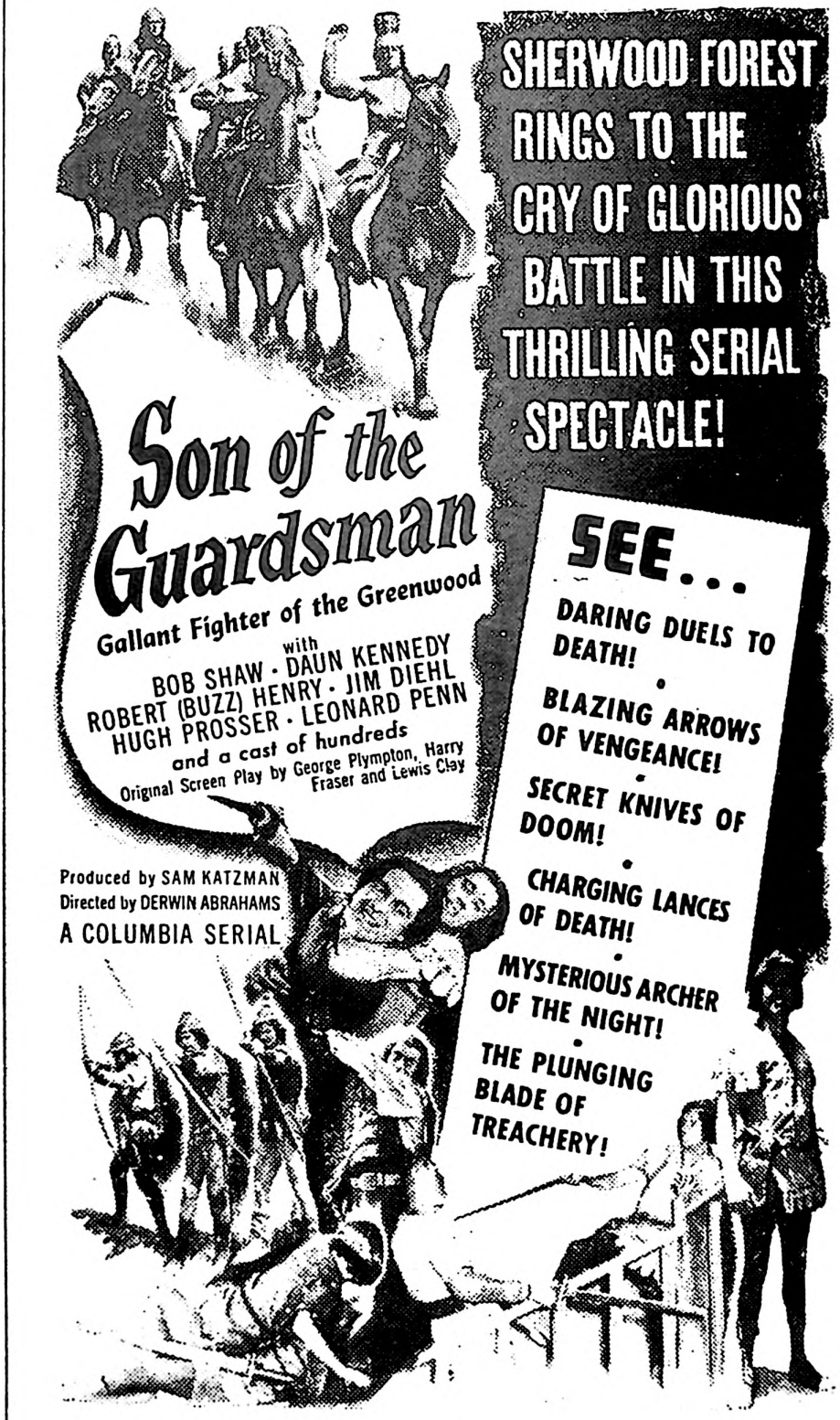



RADIO'S ALL-AMERICAN BOY IN AN ALL-THRILL, ALL-TIME HIGH IN SERIAL ADVENTURE!
BLASTING A MADMAN BENT ON WORLD DESTRUCTION!
JACK ARMSTRONG
THE ALL-AMERICAN BOY
Adapted from the radio feature
with
JOHN HART as Jack
ROSEMARY LaPLANCHE as Betty
JOE BROWN as Billy
PIERRE WATKIN as Uncle Jim
Screenplay by Arthur Hoerl, Lewis Clay, Royal Cole and Leslie Swabacker
Directed by WALLACE FOX
Produced by SAM KATZMAN
A COLUMBIA SERIAL


THE THRILL OF THRILLS!
THE MASTER MAGICIAN IS BACK!
You will thrill at his amazing new adventures in this latest and greatest mystery-drama
SOL LESSER Presents
BELA LUGOSI IN
The RETURN OF CHANDU
(THE MAGICIAN)
A PRINCIPAL PICTURE
MARIA ALBA
CLARA KIMBALL YOUNG
LUCIEN PRIVAL
DEAN BENTON
BRYANT WASHBURN
JOSEPH SWICKARD
Directed by RAY TAYLOR


PERILS OF THE WILDERNESS
GUN EMPEROR OF THE NORTHWEST!
A COLUMBIA SUPER-SERIAL

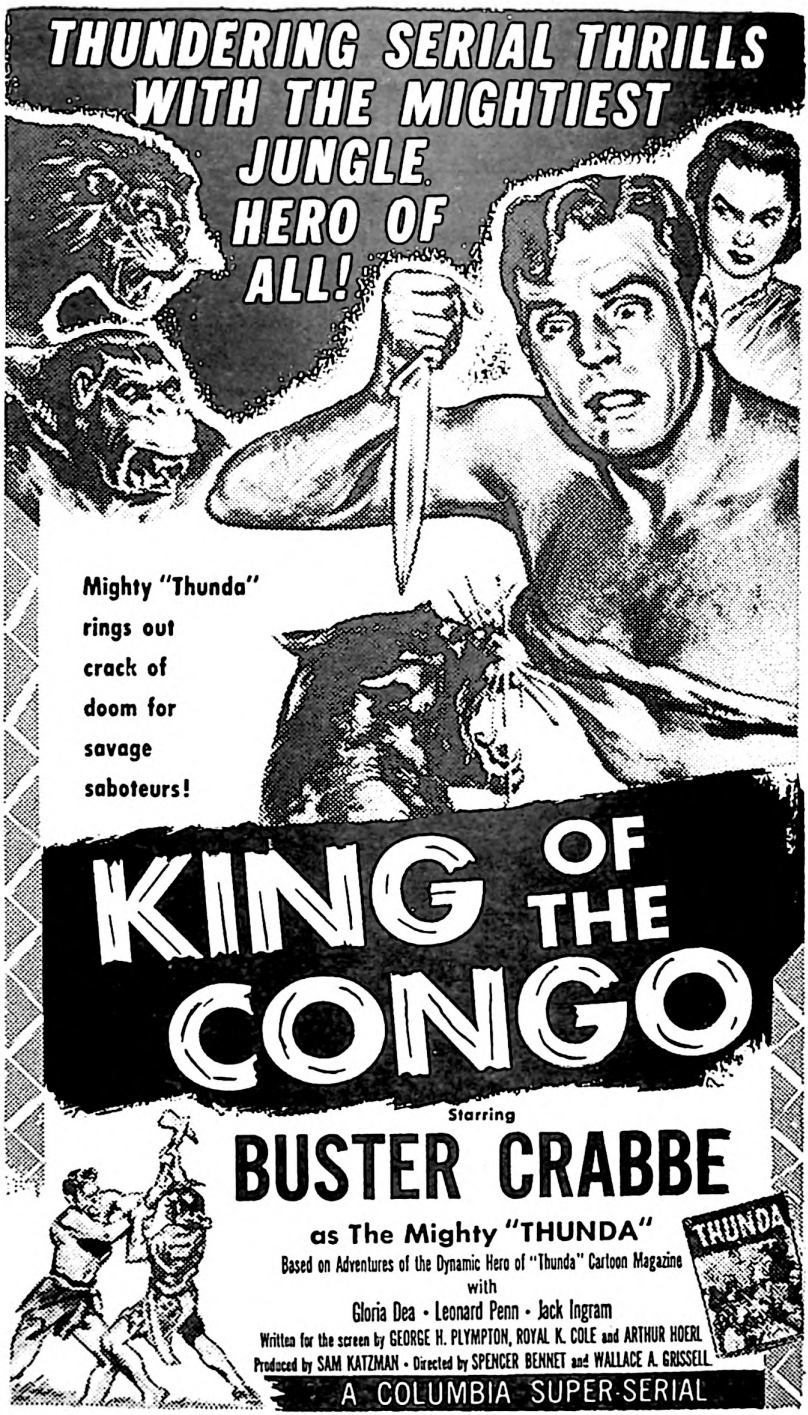

A GREAT, GREAT ACTION SERIAL!
GUNFIGHTERS OF THE NORTHWEST
LAST OF THE WHITE HORSE REBELS!
starring
JACK MAHONEY
with
Clayton MOORE · Phyllis COATES · Don HARVEY
Story and Screen Play by
ARTHUR HOERL, ROYAL COLE and
GEORGE H. PLYMPTON
Produced by SAM KATZMAN
Directed by
SPENCER G. BENNET
THRILL TO:
Terrifying Indian Attack!
•
A Mighty Mountain Avalanche!
•
Hot Lead vs. High Explosive!
•
Running The Tomahawk Gantlet!
•
...And More! More! More!
A COLUMBIA SUPER-SERIAL


SHERWOOD FOREST RINGS TO THE CRY OF GLORIOUS BATTLE IN THIS THRILLING SERIAL SPECTACLE!
Son of the Guardsman
Gallant Fighter of the Greenwood
with
BOB SHAW · DAUN KENNEDY
ROBERT (BUZZ) HENRY · JIM DIEHL
HUGH PROSSER · LEONARD PENN
and a cast of hundreds
Original Screen Play by George Plympton, Harry Fraser and Lewis Clay
Produced by SAM KATZMAN
Directed by DERWIN ABRAHAMS
A COLUMBIA SERIAL
SEE...
DARING DUELS TO DEATH!
•
BLAZING ARROWS OF VENGEANCE!
•
SECRET KNIVES OF DOOM!
•
CHARGING LANCES OF DEATH!
•
MYSTERIOUS ARCHER OF THE NIGHT!
•
THE PLUNGING BLADE OF TREACHERY!


SAVAGE SUBMARINE RAIDERS HUNT FABULOUS DIAMOND HOARD IN THRILL-RAGING SEA SERIAL!
SENSATIONAL "SUPER" SERIAL EXCITEMENT
FROM THE COMPANY THAT GAVE YOU SUPERMAN
PIRATES OF THE HIGH SEAS
PHANTOM RAIDERS OF THE DEEP
with BUSTER CRABBE
LOIS HALL · TOMMY FARRELL
Written for the Screen by Joseph F. Poland, David Mathews
George H. Plympton and Charles R. Condon
Produced by SAM KATZMAN
Directed by SPENCER BENNET
and THOMAS CARR
A COLUMBIA SERIAL


THE GREATEST OF KING ARTHUR'S KNIGHTS
storms the screen
in a rousing
SUPER-SERIAL!
THE ADVENTURES OF
SIR GALAHAD
BOLDEST KNIGHT OF THE ROUND TABLE
with
GEORGE REEVES as Sir Galahad
NELSON LEIGH as King Arthur
WILLIAM FAWCETT as Merlin
HUGH PROSSER as Sir Lancelot
LOIS HALL as the Lady of the Lake
PERILOUS INTRIGUE!
SLASHING SWORDPLAY!
SWASHBUCKLING THRILLS!
Written for the Screen by George H. Plympton, Lewis Clay and David Mathews
Directed by SPENCER BENNET Produced by SAM KATZMAN
A COLUMBIA SERIAL


THE THRILL SERIAL
OF A MECHANICAL MONSTER
GONE MAD!
HIS COMPANION...
THE APE THAT
FIGHTS CRIME...IN
A WONDERFUL
FANTASY!
THE MONSTER AND THE APE
A COLUMBIA SERIAL
with
ROBERT LOWERY • GEORGE MACREADY
RALPH MORGAN • CAROLE MATHEWS
Original Screen Play by SHERMAN LOWE
and ROYAL K. COLE
Produced by RUDOLPH C. FLOTHOW
Directed by HOWARD BRETHERTON


THUNDERING SERIAL THRILLS WITH THE MIGHTIEST JUNGLE HERO OF ALL!
Mighty "Thunda" rings out crack of doom for savage saboteurs!
KING OF THE CONGO
Starring
BUSTER CRABBE
as The Mighty "THUNDA"
Based on Adventures of the Dynamic Hero of "Thunda" Cartoon Magazine
with
Gloria Dea • Leonard Penn • Jack Ingram
Written for the screen by GEORGE H. PLYMPTON, ROYAL K. COLE and ARTHUR HOERL
Produced by SAM KATZMAN • Directed by SPENCER BENNET and WALLACE A. GRISSELL
THUNDA
A COLUMBIA SUPER-SERIAL


To Mr. and Mrs. Theatre-Goer!
You'll find real adult entertainment of the finest type in THE MYSTERIOUS PILOT! It's a thrilling aviation serial packed with mile-a-minute adventure and romance and presents a swell cast! Happy Landings!
Frank Hawks
Capt.
FRANK HAWKS
The MYSTERIOUS PILOT
DOROTHY SEBASTIAN · REX LEASE
GUY BATES POST · KENNETH HARLAN
CLARA KIMBALL YOUNG · ESTHER RALSTON
Screen play by George Rosener and George M. Merrick
Directed by Spencer Gordon Bennet
A COLUMBIA PICTURE


DYNAMITING THE LID OFF THE FOREIGN SPY MENACE!
SMASHES
The Black Falcon blast spies from the skies!
The secret enemy plane base off the U. S. Coast!
Dog-fights in the stratosphere! Death hurtling from the clouds... in the most timely of all Chapter Plays!
Flying G-MEN
A COLUMBIA CHAPTER PLAY
ROBERT PAIGE • RICHARD FISKE
JAMES CRAIG • LORNA GRAY
Sammy McKim • Stanley Brown • Don Beddoe • Forbes Murray
Screen play by Robert E. Kent • Basil Dickey • Sherman Lowe
Directed by RAY TAYLOR and JAMES W. HORNE

THE GREAT ALASKAN MYSTERY
A UNIVERSAL SERIAL (1944)

Directed by RAY TAYLOR
LEWIS D. COLLINS

Screen Play by MAURICE TOMBRAGEL
GEORGE H. PLYMPTON

Cast:

Jim Hudson	Milburn Stone
Ruth Miller	Marjorie Weaver
Bosun	Edgar Kennedy
Herman Brock	Samuel S. Hinds
Doctor Hauss	Martin Kosleck
Doctor Miller	Ralph Morgan
Bill Hudson	Joseph Crehan
"Grit" Hartman	Fuzzy Knight
Captain Greeder	Harry Cording
Brandon	Anthony Warde
Dunn	Jack Clifford
Grey	William Ruhl
Haegle	Perc Launders
Kurtz	Edward Gargan
Eskimo Chief	Jay Novello
Burger	Richard Powers

CHAPTER ONE
SHIPWRECKED AMONG ICEBERGS

Dr. Miller, American scientist, has invented the Peratron, intended to transmit substance through space, but lacks an unknown ingredient to make it work. "Assisting" him is Dr. Hauss, actually an enemy agent. Jim Hudson, wounded soldier-sweetheart of Miller's daughter, Ruth, remembers a

powerful ore his father, Bill Hudson, discovered in an Alaskan mine. Jim, Miller and Hauss sail for Alaska on the SS Astoria, skippered by brutal Captain Greeder, confederate of Hauss. Greeder kills Dunn, a passenger, and then imprisons the others (except Hauss) in a cabin filled with poison gas.

CHAPTER TWO
THUNDERING DOOM

Left to die in the wreckage of the Alaska-bound SS Astoria, Dr. Miller, scientist, and Jim, his daughter's friend, are rescued by a sailor, Bosun. Captain Greeder and Hauss, subversive agents, escape with Miller's invention, the Peratron, in a life boat with two sailors, eventually reaching Bankhead, an Alaskan town. Meantime, Miller's daughter, Ruth, Red Cross nurse and flier, has caught the SS Astoria's SOS radio calls. Locating her father's party on the ice, she guides a rescue party from the air. As the rescuers approach, the berg breaks up.

CHAPTER THREE
BATTLE IN THE CLOUDS

After their ship is wrecked, Dr. Miller, American inventor of the Peratron; Jim and Bosun take refuge on an iceberg. Millie's daughter, Ruth, effects a rescue of the party. For their enemies, Greeder and Hauss, fascist confederates, who have stolen Miller's invention, learn that the Americans are still alive. They attempt to kill the others, but are overpowered by Jim and Bosun. Recovering the Peratron, Jim arranges with Brock, Bankhead

business man, for air transportation to his father's mine. Brock, who is secret leader of the Fascist ring desiring the Peratron, plants a masked gunman on the plane, who shoots both pilots.

CHAPTER FOUR
MASKED MURDER

Bosun wings the gunman, who hurtles to his death, as Jim takes command of the transport and lands it safely. At Saskatch he reports the incident to Brock, unaware that the respected business man is the Fascists' brains in Alaska. After tests indicate that ore at the Hudson mine may be the desired ingredient to make Miller's Peratron succeed. Jim and Bosun lead a three-truck convoy of ore for Saskatch. On a dangerous grade, they run into a tree barricade planted by a group of Brock's men, headed by Brandon.

CHAPTER FIVE
THE BRIDGE OF DISASTER

The hi-jackers, headed by Brandon, dismount and close in for the kill. But Jim disperses them with a hand grenade. Unaware that Brock is the Fascist brains in Alaska, Jim tells the former that he's taking a valuable shipment of machinery to the mine that night. Brock arranges the collapse of a bridge on the road to the mine. Kidnapped by Brandon, Jim's sweetheart, Ruth Miller, discovers the trap, and escapes to warn him of his peril. Before she can reach Jim, his truck has gone on to the collapsing bridge.

CHAPTER SIX
SHATTERING DOOM

Jim swings to safety by catching a hanging cable as the bridge starts to collapse. Meantime, Miller is preparing to test ore taken from Jim's mine. Brandon and a masked band, including Greeder, rascally ship captain, arrive to steal the invention and kidnap Miller. The rays of the Peratron subsequently kill Greeder and another man outright. Jim and a sailor pal, Bosun, install a new lift in the old mine shaft. They begin to lower a box of dynamite when the lift suddenly collapses.

CHAPTER SEVEN
CRASHING TIMBERS

Among the intended victims of a Fascist ring, Jim Hudson and Bosun appear doomed when the mine shaft lift, in which they are carrying a box of dynamite, crashes. Dropping the box through a trap door as the lift hits bottom wrecks the hoist but saves their lives. The incident confirms Jim's suspicions that a spy is working at the mine. He and Ruth set out to buy new timber for the lift, but are nearly killed by one of their enemies, Brandon. Jim and Bosun bring down the first load of timber that night. As the pair descend a steep grade, Brandon approaches in a truck, stopping in the middle of the narrow road. Disaster seems inevitable for Jim.

CHAPTER EIGHT
IN A FLAMING PLANE

Rescued by Bill Hudson and Ruth, Jim and Bosun return to the Hudson mine to discover that the Peratron has been stolen. Aware of its potential danger in the hands of enemies, Jim and Ruth board a plane to search for the machine. Tipped off, two of the saboteurs, Brandon and Hauss, set up the Peratron on a hillside, and as the plane flies overhead, they unleash the full power of the instrument on the plane

CHAPTER NINE
HURTLING THROUGH SPACE

Jim manages to land the ship safely, and then directs Ruth back to the mine. He then sets out to learn who has the Peratron. He and Bosun approach the fascists' hideout. Inside, Hauss and a confederate realize they are trapped. Thinking fast, Hauss has the other bind and gag him. When Jim and his party enter, Hauss claims he has been a prisoner of the gang. Enroute to check on the situation at another Fascist hideout, Jim ambushes two members of the ring and grapples with them on the edge of a cliff. Brandon shoots Jim and he drops into the rushing rapids of the river far below.

CHAPTER TEN
TRICKED BY A BOOBY TRAP

Revived by the cold water, Jim reaches the river bank, where he is found by his friend, Bosun. Although exhausted, Jim returns the next morning with Bosun to the Fascist ring's hideout, to seek evidence of the gang's identity. At the gang's hideout, Jim and Bosun investigate cautiously, Ruth

standing guard outside. Finding a tunnel partly blocked by sandbags, they start throwing them aside. One of the bags sets off a booby trap planted by their enemies. Horrified, Ruth sees the cabin blown to bits, with Jim and Bosun trapped inside.

CHAPTER ELEVEN
THE TUNNEL OF TERROR

Trapped in a cabin in which a booby trap has been set for them, Jim Hudson and Bosun miraculously survive the explosion. Jim's sweetheart, Ruth Miller, helps them from the wreckage and gives them first aid. That night, Bosun hears a radio tip that the Peratron is hidden at the abandoned Moreley mine. The Hudsons go to investigate, and Jim and his father climb down the shaft to search, not suspecting they are in another trap. Hiding nearby is Brandon, one of the Fascist ringleaders, who waits until they are down in the shaft, then touches off a dynamite blast, trapping the Hudsons at the bottom.

CHAPTER TWELVE
ELECTROCUTED

The blast breaks through a wall of the mine shaft and the Hudson's escape into the old Pokut mine - where they run into Brandon and his subversive gang. Outside, Jim's sailor-pal, Bosun, hears shots, investigates and attacks the gang from the rear, giving Jim and Bill a chance to escape. Meanwhile, Hauss, acting upon orders from the Fascist chief, Brock, cudgels the Peratron's inventor, Miller, directs the Peratron's deadly rays

toward the shaft house into which all of the other Americans have gone. The building becomes a flaming inferno.

CHAPTER THIRTEEN
THE BOOMERANG

Jim and the others escape before flames consume the shaft house. Brandon, one of Brock's band, is cornered and shot by Bill Hudson. Jim makes plans to get Dr. Miller and his valuable Peratron out of the country. Still unsuspecting that Hauss belongs to the subversive gang, he sends him ahead with Bosun. Hauss pulls a gun on Bosun and takes the Peratron to Brock. However, Jim and Ruth Miller trail Hauss to Brock's office. Hauss shoots Brock, and is arrested, and the Fascist plot is smashed.



HOLT OF THE SECRET SERVICE
A COLUMBIA SERIAL (1941)

Directed by JAMES W. HORNE

Screen Play by BASIL DICKEY
GEORGE PLYMPTON
WYNDHAM GITTENS

Cast:

Nick Farrel	Jack Holt
Kay	Evelyn Brent
Malloy	Montague Shaw
Valden	Tristram Coffin
Arnold	John Ward
Quist	Ted Adams
Crimp	Joe McGuinn
Jim	Edward Hearn
Severn	Ray Parsons
Frank	Jack Cheatham

CHAPTER ONE
CHAOTIC CREEK

Jack Holt, U. S. Secret Service agent, is assigned to track down counterfeiters who are flooding the country with bogus money. Getting pretty Kay Drew, another operative, to help, he joins the gang, under the name of Nick Farrel, posing as a desperate criminal. He is with the gang one day when they kidnap Severn, chief engraver for the Treasury Department. However, Holt is separated from the men when the police attack the kidnap car and he is not along when they continue on to their mountain hideout, which is ruled by Valden. Learning from the police that one mem-

ber of the gang, Crimp Evans, is in a police hospital, Holt has himself checked in as a patient. Kay, posing as his wife, calls the next day with a plan for escape. Crimp begs to go along, telling Holt he will lead him to Valden's hideout. That night Crimp and Holt escape. Crimp leads the detective to a canoe he has hidden nearby and the men start for the mountains via the river. While Holt is paddling, a note from Kay falls out of his pocket and Crimp, reading it, learns his companion's true identity. They start fighting. Suddenly the canoe plunges over the rapids!

CHAPTER TWO
RAMPARTS OF REVENGE

Miraculously, Holt is unhurt, but Crimp has disappeared. Striking out for shore, the agent is helped by Kay, who followed and saw the whole struggle. After stumbling around the woods, they find Valden's hideout and are accepted by the leader, who thinks Holt is a crook. That night the detective finds Severn and assures the engraver he will help him. Then, with Kay, Holt launches a bold plan. He starts a fight with Blackie, one of the gangsters, and after knocking the crook out, Holt has Kay take care of him. As a result, she gains Blackie's confidence and he agrees to help her get away. She plans to then lead Secret Service men to the hideout. The night of the escape, though, Blackie overhears Kay and Holt talking on the brink of a chasm. Realizing he has been double-crossed, he draws a gun and a fierce struggle begins. As Kay watches, the men roll over the chasm!

CHAPTER THREE
ILLICIT WEALTH

Holt breaks his fall by clutching onto a tree, but Blackie is killed. The detective explains to Valden that the fight had been caused by a quarrel over Kay and the crook believes him. The next day Valden starts for the city where he intends to meet his boss, Lucky Arnold, who runs a gambling ship. Holt instructs Kay to radio for help and he proceeds to release Severn. After fighting their way past the guards, Holt and Severn get to Kay's cabin, only to find her missing. The two men are trapped in the cabin when more gangsters arrive on the scene and the crooks place a powder charge against the hut. An explosion follows and the imprisoned men are shot into the air!

CHAPTER FOUR
MENACED BY FATE

Unhurt in the explosion, Holt follows Kay's trail into the woods. She is a prisoner of the counterfeiters, but Holt, aided by Secret Service men who had answered Kay's radio call, captures the crooks. Malloy, Holt's superior, spreads the word that Holt, supposed gang member, escaped with the printing plates. Valden and Lucky immediately start searching for Holt. Eager to learn Lucky's identity, Holt contacts Valden and the two men start off to meet Lucky. However, Crimp shows up and wants to cut in on the deal. The three men are driving off when the Secret Service men start on their trail. During the

chase the car plunges over an embankment!

CHAPTER FIVE
EXITS TO TERROR

Holt and Valden crawl out of the burning car, unhurt, and then, when the police car arrives, the two men escape in the machine. Valden instructs Holt to drive to Pier 13, which leads to Lucky's gambling ship. Afraid of a trick, Lucky refuses to meet Holt and sends Quist, one of his assistants, to impersonate him. Aboard the gambling ship, Holt is met by Dixon, who is supposed to lead the detective to Quist. However, Dixon recognizes him as a Secret Service operative and starts fighting. More Secret Service men, who have followed Holt, board the ship and stop the fight. After speaking with Quist, Holt comes on deck only to be met by Dixon, who has escaped. A terrific fight results and the two men drop to the deck below!

CHAPTER SIX
DEADLY DOOM

As Holt picks himself up, Jim (one of the Secret Service men), Valden and Quist arrive in the hold. Dixon gasps Holt's identity, then dies. Jim thinks quickly and reveals his badge, saying that Dixon was a stool pigeon and that Holt is really a desperate crook. He arrests Holt, but permits the detective to escape. Meanwhile, Holt learns that Crimp has captured Kay. He starts pursuing the crook, but Crimp hitches a trailer to his car and flees. Kay, guarded by a

woman in the trailer, starts fighting when she sees Holt pursuing them. An oil lamp overturns and the woman guard escapes when a fire starts. Seeing Holt immediately in back of him, Crimp cuts the burning trailer loose, with Kay a prisoner inside. It crashes into Holt's car!

CHAPTER SEVEN
OUT OF THE PAST

Holt and Kay are unhurt in the crash. That afternoon, Holt meets Quist and Valden to dispose of the plates. They go to Valden's mine hideout, where the detective has buried the plates. Holt plans to arrest Quist immediately, after he accepts the government property. At this juncture, Crimp steps in and demands that the plates be turned over to him. A wild fight starts, Holt taking Quist's side, between the two rival gangs. A bullet punctures a drum of acid, just as Holt is felled by a blow from Crimp's gun. Everybody gets away in time, but Holt is left behind..... doomed!

CHAPTER EIGHT
ESCAPE TO PERIL

Valden and Quist rush back and drag Holt to safety, but Crimp succeeds in getting away with the plates. Federal agents close in at the mine and arrest Valden and some of his men, subtlely permitting Holt and Quist to escape. That night Crimp contacts Lucky and arranges to sell him the plates. He sends Quist ashore to meet Crimp. Holt sees Crimp flee, without delivering the plates,

and then follows him to his apartment. The hunted man notices the detective outside his apartment and drops the plates in a registered mail pouch. In the fight that follows, Holt chases Crimp to the roof. Climbing up a fire escape, Holt is hurtled to almost certain destruction when the ladder breaks from the building!

CHAPTER NINE
SEALED IN SILENCE

Holt saves himself by grasping an iron pipe just below the ladder. Dropping to the ground, he is met by Quist, who has overpowered Crimp. Failing to find the plates, Quist takes Crimp to the gambling ship. The police want to raid the ship immediately, but Holt has another plan. He urges them to have Valden driven out of the state. It is his intention to rescue the gangster and thus gain his further confidence. However, when Lucky hears that the police plan to take Valden away, he makes his own plans. As a result, although Holt rescues Valden, the two men are immediately ambushed by Lucky's men. Critically wounded, Valden tells Holt that Quist is not head of the mob. A moment later, the gunmen force Holt's car off the road and it tumbles down an embankment, bursting into flames!

CHAPTER TEN
NAMED TO DIE

Holt leaps from the car just in time. Eager to find out who heads the counterfeiters, now that he knows Quist isn't boss, Holt hurries to the

gambling ship. In the meantime, Lucky has compelled Crimp to confess and the man admits that he mailed the plates to himself to an island down the coast. That night Lucky sets sail for the island, with Kay and Holt aboard. The next morning, Crimp succeeds in starting a mutiny. When the gangsters attack the radio room, Holt closes with them. A terrific fight starts and Holt, outnumbered, is battled back into the hold. A lantern overturns, starting a fire. The hold's hatch is slammed shut and Kay and Holt are left prisoners in the rising flames!

CHAPTER ELEVEN
OMINOUS WARNINGS

At the last possible moment, Holt recovers from the blow that felled him. Staggering to his feet, he grabs up a fire extinguisher and manages to put out the flames. Meanwhile, Quist has quelled the mutiny and put Crimp in irons. A few days later, the ship docks at the Central American island where a fugitive named Garrity has received Crimp's package. When he learns what the package contains he refuses to turn it over and orders the gangsters back to their boat. Only Kay and Lucky, whom he thinks are innocent tourists, are permitted to remain. That night Crimp returns to shore and steals the plates. Holt pursues him through the jungle. The detective almost catches his man, and then suddenly is caught in a trap. Two trees, dropping vise-like, crush the hapless detective to the earth!

CHAPTER TWELVE
THE STOLEN SIGNAL

Fortunately, Holt is saved by falling into a depression in the ground. He starts to look for Crimp, but Lucky finds him first. He takes the plates from Crimp and buries them, only to discover one of Garrity's men spying on him. Lucky kills the man and reports that Holt must have done it, and he also blames Holt for stealing the plates. Kay warns Holt and he hides in the jungle, searching for a clue to the murder. Stumbling upon the plates, Holt is surprised by Garrity's men. After a fierce struggle he is put up against a stone wall and Garrity's firing squad lets loose a volley at the helpless prisoner!

CHAPTER THIRTEEN
PRISON OF JEOPARDY

Kay had replaced the one real bullet in the firing squad's guns with a blank and so Holt is miraculously saved from death. As Garrity advances to give the supposed victim the coupe de grace, Holt tackles him, takes his gun and cows the execution gang. Garrity escapes, though, and immediately urges Wallaba, native chief, to have his tribe go after the detective. He also arranges for one of his men to take up an old plane and bomb the natives, placing the blame for this on Holt. Holt and Kay, returning to Garrity's headquarters, are surprised by his gang and a furious fight follows. Almost captured, the two Secret Service operatives take refuge in a hut, unaware that it is being used as an ammunition store house. One of

the bombs from the airplane crashes down on the hut, blowing it to bits!

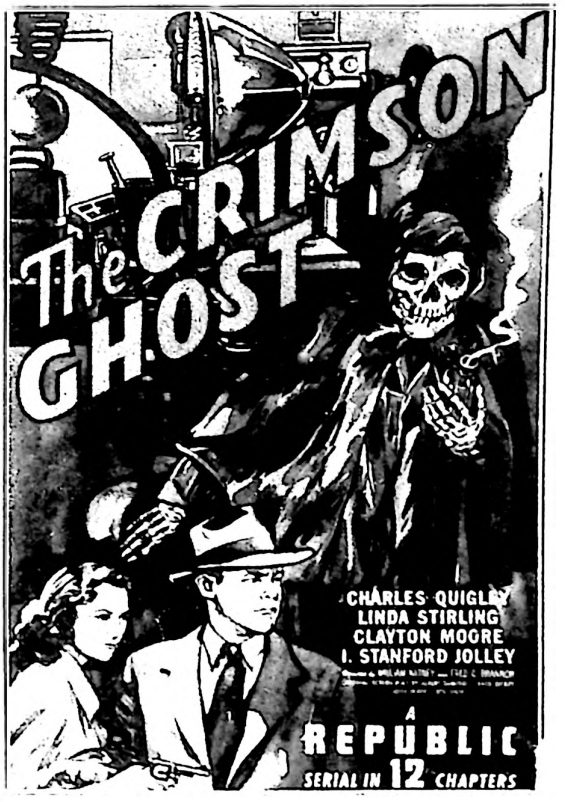
CHAPTER FOURTEEN
AFIRE AFLOAT

A fraction of a second before the explosion, Holt and Kay slip out of the back of the hut. Returning to the wharf, Holt gives Kay the precious plates and sends her back to the ship, saying that he will remain on the island and capture Lucky, now known to be head of the counterfeiters. Crimp captures Kay, though, before she can reach the ship and takes her to Garrity who makes her a prisoner along with Lucky, whom he had captured before. That night Holt releases Lucky and they escape to the boat. When Holt learns that Kay is not aboard, he plans to return to shore, but first radios the Coast Guard for help. The gangsters overhear him and realize that he is a detective. They start fighting with Holt and at the same time, Crimp's men mutiny in the hold. The explosives room catches fire during the struggle and all the men aboard jump into the water, leaving Holt behind. There is a tremendous explosion and the vessel starts to sink!

CHAPTER FIFTEEN
YIELDED HOSTAGE

At the last instant, Holt leaps clear of the explosion and swims to shore. Garrity hears Lucky's story and immediately seeks out Kay, insisting that she give him the plates. Soon after this, Holt puts in an appearance and he, too, is captur-

ed by Garrity who begins torturing his victims demanding that they tell him where the plates are hidden. In the meantime, Wallaba has notified the cavalry on the other side of the island about Garrity's actions and they come speeding to the rescue. Garrity has been torturing Holt so badly that Kay finally breaks down in order to save the detective and reveals where the plates are hidden. Holt, though, breaks away and a fight starts. The building is set on fire and while they are all struggling, Lucky is killed. The cavalry finally arrive, kill Garrity in a desperate fight and recover the plates. Holt and Kay, their Secret Service job well done, plan to make their vacation a honeymoon.



THE IRON CLAW
A COLUMBIA SERIAL (1941)

Directed by JAMES W. HORNE

Screen Play by BASIL DICKEY
GEORGE PLYMPTON
JESSE A. DUFFY
CHARLES R. CONDON
JACK STANLEY

Cast:

Bob Lane	Charles Quigley
Jack Strong	Walter Sande
Patricia Benson	Joyce Bryant
Anton Benson	Forrest Taylor
Roy Benson	Norman Willis
James Benson	Alex Callam
Culver Benson	James Metcalfe
Simon Leach	Allen Doone
Milly Leach	Edythe Elliott
Gyves	John Beck
Silk	Charles King
Casey	James Morton
O'Malley	Hal Price
The Iron Claw	? ? ? ? ? ? ? ? ? ?

CHAPTER ONE
THE SHAFT OF DOOM

Culver Benson and his brother, Anton, are panic-stricken when they receive a threatening note signed by "The Iron Claw". The brothers have hidden a fortune in gold on Anton's estate and they fear that The Iron Claw is a mysterious sea-captain whom they had defrauded of the money many years

before. That night, a masked figure with an iron hook for one hand enters the library through a sliding panel and murders Culver. Bob Lane, a newspaper reporter, is assigned to the case and soon gains the confidence of Patricia Benson, Anton's niece. She admits him and his buddy, Jack "Flash" Strong to the house the next night and they investigate a secret tunnel in the basement. However, The Claw sees them and pulls a switch, sending tons of earth and rock crashing down on the helpless men!

CHAPTER TWO
THE MURDEROUS MIRROR

Luckily, Bob and Flash manage to escape unharmed. A short time later, Bob's newspaper publishes his story of the affair and everyone in the household, including the police, is furious at him for writing it. That night, though, the newspaper boys come back to the house and once again search for secret panels. But while they are searching, the Claw sneaks up and kidnaps Pat. They hear her screams and a wild automobile chase ensues. Fearing that he will be overtaken, the Claw sets up a weird mirror device in the road. Bob imagines that another car is approaching and swerves off the road...plunging over an embankment!

CHAPTER THREE
THE DROP TO DESTINY

The car crash merely stuns Bob and Flash, and they renew their chase on foot. Pat is soon discovered in a small cabin where she had been im-

prisoned by the Claw, who has left her in charge of a huge, hulking deaf mute. A terrific fight follows and Bob manages to rescue the girl. They then return to the Benson home and the reporter sees Anton dispatch his butler to the city with a satchel full of gold. Bob follows him and sees Silk, a gangster leader, capture the messenger. The reporter follows the gangster's car and stealthily enters Silk's city apartment. However, the crooks discover him on the staircase and chase him to the roof of the building. There, he starts struggling with one of the men, when the railing gives way and both men hurtle to the street below!

CHAPTER FOUR
THE FATAL FUSE

Bob's fall is broken by a fire escape just below the roof. Escaping from the bandits by feigning death, he returns to the Benson home that night. Determined to discover the secret of Anton's alleged gold mine, the reporter steals into the hidden passageway. The Claw, who has been lurking nearby, immediately attacks and Bob finds himself locked in a timbered room. An ominous ticking starts and Lane realizes that a time bomb is going to go off. A tremendous explosion follows and the room is blown to smithereens!

CHAPTER FIVE
THE FIERY FALL

Bob escapes the falling debris by diving into a hole in the side of the chamber. Returning to the

house, he relates his story to Casey, the detective on the case, and is informed that the police have a dragnet out for Simon Leach, Anton's son-in-law, believing him the Claw. The next day, Bob gets a note from Leach requesting a meeting, and, upon keeping the appointment, finds the man murdered, with the sign of the Claw on him. The Claw suddenly springs out of hiding and overpowers Bob. Noticing flames coming from the dumbwaiter shaft, the Claw puts Bob in the car and cuts the cables, dropping him to a flaming doom!

CHAPTER SIX
THE SHIP LOG TALKS

Flash, who has been hiding in the basement, saves Bob from serious injury and the two men put out the fire. They immediately speed to police headquarters and urge the captain to arrest Anton. However, when Casey investigates the Benson house, he finds Benson missing and sees that his room has been completely ransacked. That night, Silk and his gang come to the house and tie up the detective. They also capture Pat and make her a prisoner. Bob phones and is told that nobody is home, but, recognizing Silk's voice, he and Flash race to the house. After a terrific struggle with the gangsters, Bob hears a scream, dashes upstairs, and finds Pat in the clutches of the Claw. Frightened by the screams, Silk and his men hurry to their car outside. Bob, shot by the Claw, falls out the window and drops in the driveway. Silk's car comes racing by and heads straight for the prostrate reporter.

CHAPTER SEVEN
THE MYSTIC MAP

Bob rolls aside just in time, escaping the wheels of the car. He and Flash soon discover that Silk and his gang have kidnapped Pat and driven off with her. They jump into a car and start off in pursuit. After a furious fight, they succeed in rescuing Pat, only to perceive the Claw driving away in Dr. James Benson's car. They start after him, but when the Claw discovers that the reporters are after him, he parks his car in the middle of the road, around a curve near a service station. Unable to stop in time. Bob swerves into the station, exploding the gas tank. The car is instantaneously engulfed in flames!

CHAPTER EIGHT
THE PERILOUS FIT

Miraculously, the trio is unhurt. Having recognized the car as Dr. Benson's, they rush to his office, only to find the place a shambles. Benson is all bruised and explains that the Claw attacked him and then stole his car. They decide to set out in search of Anton and Bob comes upon a clue which leads them south of the border. After receiving permission from his editor to leave, the reporter starts on the trail, taking Flash and Pat with him. Silk's men, though, have the same idea and they race after the trio. Late one night, the reporter finds Anton's hideout and he and his friends start to approach the cabin. While they are looking over the place, Silk's gang drives up and starts battling. Bob is overpowered and

thrown into the cabin. The Claw suddenly appears and releases a trapdoor in the shack. Bob drops into a pit and, beneath him, pointing upward are dozens of sharp pointed stakes!

CHAPTER NINE
THE CUL-DE-SAC

Bob saves himself by grabbing a rug that dangles into the pit. Pulling himself back into the room, he rejoins Flash and Pat in their fight against Silk's men. The gangsters are driven off finally, and the trio takes possession of the cabin. In the meantime, Anton and his butler, Gyves, have been digging in caverns just behind the house. Crossing a drawbridge, they begin to unearth the treasure. When Bob and his friends, following, reach the drawbridge, they are forced to turn back. When they do, they bump into Silk's gang, following them. A wild fight starts in the passages. As it develops, the Iron Claw appears. Pat, momentarily gets away from her pursuers, but falls unconscious where the bridge lowers. Seeing the Claw about to lower the bridge, Bob leaps toward the girl. The Claw drops the bridge with a crash, and its mass of timbers and iron descend on the reporter and the helpless girl!

CHAPTER TEN
THE CURSE OF THE CAVE

Miraculously, Bob succeeds in dragging Patricia out of the way in time. However, Silk's gang comes rushing down and manages to capture the girl. Bob and Flash get away, but return that

night to search for Pat in the mysterious caverns. They take Silk's gang by surprise and rescue her, but the Claw cuts off their escape by blowing up the drawbridge. As they retreat, the tunnel behind them caves in, then the tunnel just ahead. They stop, panic-stricken, and the Claw pulls another lever in his control room. Suddenly, the earthen roof above them descends on the three in an avalanche of dirt and rock!

CHAPTER ELEVEN
THE DOCTOR'S BARGAIN

Bob, Pat and Flash escape the falling earth by jumping into a side cavern. Hearing a groan, Bob discovers Anton, who says that he has been attacked by the Claw. In the meantime, Silk's gang attacks and after a fierce struggle, they manage to escape to Anton's cabin. There, they are all ready to leave with the gold, when they realize that Pat is missing. She has been captured by Silk's men, while fleeing from the Claw. Dr. Benson suddenly arrives on the scene and suggests to the gangsters that they exchange Pat for the gold. Bob reluctantly agrees to the exchange, but before it can be arranged, Anton drives away with the fortune. However, the reporter happily succeeds in rescuing the girl and they drive away with Silk in pursuit. They take refuge in a gas station but Silk soon discovers them. His men set a giant truck afire and speed it straight for the station. The garage explodes and bursts into flames!

CHAPTER TWELVE
VAPORS OF EVIL

Bob, Patricia and Flash get through the back door a moment before the station explodes. But meanwhile, Anton and Gyves have returned to the Benson home via a secret underground tunnel and are watching Milly, Anton's daughter, and his brother, Roy, contact mysterious friends. They also see Pat find a secret map which leads to their gold. She phones Bob who races over only to discover that Pat has been taken prisoner by the Claw, and Silk's gang is around the house. The Claw captures Bob and throws him into a room with Patricia. He then turns a valve, filling the chamber with poison gas!

CHAPTER THIRTEEN
THE SECRET DOOR

Luckily, Flash has followed Bob and arrives in time to turn the valve off. The trio rush to the place where the gold has been cached, but find it gone. Investigating, they find the treasure in Milly's car, and prevent her from fleeing. However, in the meantime, the gangsters steal Milly's car and drive away with Pat and Bob in hot pursuit. They arrive at an old shack where Silk's men have hidden the gold and cautiously enter the place. As they step out, though, after searching the structure, they are met by a hail of bullets. Bob returns the fire. Then Silk, using Bob's car, throws a rope around a post supporting the cabin. He pulls, and the old hut, carrying its two occupants, crumbles over the edge of a deep ravine!

CHAPTER FOURTEEN
THE EVIL EYE

Bob kicks a hole in the shack and draws Patricia to safety just in time. Police are drawn by the gunfire of Silk's men, though, and Casey takes possession of the treasure. However, Gyves sneaks up and steals it from the police car. They all rush back to the Benson estate and Casey, Bob and Flash begin touring the secret passageways. Losing sight of Casey and Flash, Bob bumps into Silk's men. He is knocked out and falls across the tracks of a mine grade. Seeing this, the Claw starts an ore car from above. The car, carrying explosives, rolls to a point near Bob and, crashing, explodes!

CHAPTER FIFTEEN
THE CLAW'S COLLAPSE

Bob rolls aside at the last minute, barely avoiding the plunging car. In the meantime, Anton and Gyves are packing gold, preparing to flee from the house when Roy bursts into the room. In the midst of a terrific fight between the three men, the Claw enters the room and kills Anton. His dying screams attract Bob, Flash and Casey, who come running to the room. Noticing the Claw attempting to step out the second story window, Casey shoots and the dreaded killer falls, lifeless. His identity is revealed and with all mysteries solved, the entire treasure now belongs to Pat. Bob phones in his story with the heiress's help.

JACK ARMSTRONG
A COLUMBIA SERIAL (1947)

Directed by WALLACE FOX

Screen Play by ARTHUR HOERL
LEWIS CLAY
ROYAL COLE
LESLIE SWABACKER

Cast:

Jack Armstrong	John Hart
Betty	Rosemary LaPlanche
Alura	Claire James
Billy	Joe Brown
Uncle Jim	Pierre Watkin
Professor Zorn	Wheeler Oakman
Blair	Jack Ingram
Slade	Eddie Parker
Vic Hardy	Hugh Prosser
Jason Grood	Charles Middleton
Gregory Pierce	John Merton
Umala	Russ Vincent
Naga	Frank Marlo
Dr. Albour	Gene Stutenroth

CHAPTER ONE
MYSTERY OF THE COSMIC RAY

Heading an aviation company which develops atom-powered motors, Jim Fairfield learns from his chief scientist, Vic Hardy, that cosmic radiations are being employed for experiments at a point outside the country. This information is told to Jim's nephew, Billy, his niece, Betty, and to their best friend, Jack Armstrong. They decide

to investigate further before calling in the government. Meanwhile, Gregory Pierce, an important customer of Uncle Jim's, is secretly interested in Hardy's discovery. His henchmen are ordered to kidnap Hardy, whose knowledge of the rays may be useful at a location Pierce designates as "Point X." Jim, Armstrong and Billy trace the gang to a waterfront warehouse. They are trapped in the warehouse, as a stray bullet sets gasoline drums aflame. Pierce's henchmen escape with Hardy. Then the warehouse blows up!

CHAPTER TWO
THE FAR WORLD

The heroic trio escapes when the door to the trapped room is blown open by the force of the explosion. By triangulating the cosmic rays, Jack determines that the experiments are taking place at a point thousands of miles away. Deducing that Hardy will be taken there, Jack, Fairfield, Billy and Betty take off in a jet-propelled plane. When Hardy lands on Point X, he meets Professor Zorn and is addressed by an unseen "ruler" who tells him that they are perfecting a cosmic ray gun to dominate the earth. When threatened with death, Vic agrees to help them. Warned of the jet plane's arrival, Zorn turns on an electronic activator freezing the controls. The plane crashes into a mountain.

CHAPTER THREE
ISLAND OF DECEPTION

Jack Armstrong saves himself and his friends by

forcing the plane into a belly landing. Jason Grood, proprietor of the island's trading post and the brains behind the cosmic rays scheme, sends a henchman, Blair, to bring the party back to the post. Blair kills a native who was bringing food to Jack. The newcomers are held responsible. Princess Alura, ostensibly the ruler of the island but who is really dominated by Grood, now demands that they be taken for judgement to the temple of Xalta, the island deity. They are sentenced to be thrown into the Pit of Verlasting Fire. Billy and Uncle Jim escape; Jack and Betty are thrown into the pit.

CHAPTER FOUR
INTO THE CHASM

Jack and Betty are saved from the fiery pit by Umala, a native, who now realizes that his enemies are the white men working for Grood. Grood orders his men to shoot Jack and his friends on sight. Blair and his party combined with natives of Princess Alura maneuver the hardy adventurers toward a dangerous rope bridge spanning a chasm. Anxious to reach Umala's village and safety, Jack and his friends start across the rickety bridge. Another hostile native band suddenly appears on the other side. One by one the ropes holding the bridge are cut! Jack and his friends fall to what seems an inevitable death in the chasm below!

CHAPTER FIVE
THE SPACE SHIP

Almost miraculously, Jack and his friends land on a rocky ledge and make their way to the ground below. Grood, meanwhile, plans a fantastic demonstration to impress the natives. An aeroglobe, able to go far beyond the earth's atmosphere, is sent aloft. From their hiding place, Jack, Betty, Uncle Jack and Billy realize a great scientific experiment is in progress. They make their way into the Fire Pit, the berth of the aeroglobe. The space ship descends into the Pit with the entire party about to be crushed by the 170 tons of dead weight!

CHAPTER SIX
TUNNELS OF TREACHERY

As the aeroglobe settles in its berth, Jack and the Fairfields flatten themselves against the walls of the pit, escaping death. Princess Alura, believing that Xalta is on the side of Jack and his friends because of their miraculous escapes, urges them to leave the island. Jack insists on rescuing Vic Hardy first. Meanwhile, Pierce arrives with additional scientific equipment for the completion of the Cosmic Beam Annihilator (he's in with Grood). Pierce pretends he came to rescue Jack and the Fairfields, but he soon lures them into a trap. Locked in a mill storeroom, Jack and Uncle Jim are soon overcome by poisonous gas fumes!

CHAPTER SEVEN
CAVERN OF CHANCE

Jack retains consciousness long enough to douse the poison gas bomb with sand, saving himself

and Uncle Jim. Later, Pierce joins them, still pretending friendship, to look for Vic Hardy. They are trailed by Blair who, when questioned at length, gives them false directions to Hardy's location. Pierce radios Zorn, using a miniature transmitter, that the party will pass near a secret well. A net camouflage is thrown over the opening. Jack, Uncle Jim and Billy plunge through the net into the well. Huge rocks are mysteriously hurled in then after them.

CHAPTER EIGHT
THE SECRET ROOM

Betty reaches the well just in time to save Jack, Uncle Jim and Billy. Uncle Jim then decides to confront Grood, now suspected to be the brains behind the terrible scheme, and intimates a knowledge of the secret caverns where experiments are in progress. Grood refuses to be drawn out. Billy then hides in a packing case at the trading post, hoping to be taken to the secret laboratory. Grood learns of this and radios instructions to his men that Billy is to be killed. Grood's henchmen force him out of the truck, and in the fight, Billy is thrown into a quicksand pit.

CHAPTER NINE
HUMAN TARGETS

Jack and Uncle Jim who have been trailing the truck are set upon by Grood's men. The timely arrival of Umala and friendly natives saves the situation; Billy is rescued. Grood plans to eliminate Umala and his followers for their aid to

Jack and the Fairfields. He attempts to arouse the natives through the voice of Xalta (his own method for controlling the island). When Alura doubts the authenticity of Xalta's voice, the natives are angered. She is sentenced to be executed along with Umala who has been captured. Jack rescues them temporarily but he is seized and Alura recaptured. The two are tied to spears and knives are thrown at them.

CHAPTER TEN
BATTLE OF THE WARRIORS

The Knives fly wild when two shots ring out. Uncle Jim arrived with Billy and Umala just in time. But they are surrounded by hostile natives. After a fight between Umala and Naga, Alura's traitorous prime minister, with Umala victorious, the white men are freed and Alura reassumes her throne. Meanwhile, Grood learns that Jack and the others plan an attack on the underground stronghold. The Cosmic Beam Annihilator is now finished and Grood has it mounted near the Sacred Grotto. Sweeping toward Jack and his allies, the death beam envelopes them!

CHAPTER ELEVEN
COSMIC ANNIHILATOR

The beam is deflected when Jack and Billy attack and overpower the men operating the Annihilator. Pierce and his men, now opposed to Grood, wrest the gun away from Jack, but they cannot operate the gun without solarium, an important element needed for its operation. Grood and his

henchmen proceed to Pierce's mill headquarters. Jack, Billy and Fairfield have gone there to obtain ammunition. They are not discovered. Grood's forces start a fight with Pierce. Jack manages to steal away, attempting to commandeer Grood's truck but is overtaken by a Pierce man. Fighting desperately on a cliff, Jack and his opponent both fall!

CHAPTER TWELVE
THE GROTTO OF GREED

Jack, unharmed by the fall, escapes his opponent, commandeers Grood's truck and rescues Uncle Jim and Billy. They cannot carry off the Beam Gun, but take the activator tube, an important part of the weapon. Pierce starts out for the underground laboratory to find a substitute for the activator. Jack and Uncle Jim also head there determined to smash Grood's diabolical scheme to dominate the world. The two parties meet and fight. A door to the laboratory slowly opens and a figure, presumably Jack, darts toward it. Zorn, operating the "Tanilic Light," a death ray, turns it on the figure!

CHAPTER THIRTEEN
WHEELS OF FATE

The figure in the path of the death ray was Pierce. He is killed. Grood's henchmen capture Jack and Uncle Jim; take them to the laboratory. But Vic Hardy is there, and he knocks out the guard. Hardy remains behind, hoping to circumvent Grood's scheme for world domination. Jack and

Uncle Jim, joined by Billy, go to Pierce's mill. Grood's men are there, placing the beam gun on a truck which also carries explosives. Jack gets on the truck and into a fight with the guards. The driver loses control as the truck goes over a cliff!

CHAPTER FOURTEEN
JOURNEY INTO SPACE

Struggling with one of the guards, Jack had fallen to the ground just before the truck went over the cliff. The Beam Gun has been destroyed. Grood learns from Zornthat a master Cosmic Beam Annihilator has been completed and installed in the aeroglobe. He plans to annihilate an entire city. Hardy is to go along on the flight, but Grood plans his death. Jack is unable to prevent the takeoff of the aeroglobe. But, mistaking Hardy for an enemy, he knocks him out and then dons his costume which is impervious to the cosmic beam. While in the air, Jack is discovered. A fight breaks out, and the aeroglobe goes out of control!

CHAPTER FIFTEEN
RETRIBUTION

Jack parachutes to safety as the aeroglobe explodes, killing Zorn and other Grood men and destroying the master death machine. Regaining consciousness, Vic Hardy demands that Grood sign a full confessionof his guilt. Jack, Uncle Jim and Billy enter the secret laboratory just as Grood overpowers Hardy. Grood escapes to a secret airfield where a plane is waiting. But Jack is

right behind him. In the fight between Jack and Grood, the arch villain is blown to bits by the explosion of a hand grenade. Jack and his friends leave the island, the world no longer threatened with destruction.



JUNGLE GIRL
A REPUBLIC SERIAL (1941)

Directed by WILLIAM WITNEY
JOHN ENGLISH

Screen Play by RONALD DAVIDSON
NORMAN S. HALL
WILLIAM LIVELY
JOSEPH O'DONNELL
JOSEPH F. POLAND
ALFRED BATSON

Cast:

Nyoka	Frances Gifford
Jack Stanton	Tom Neal
Meredith-Bradley	Trevor Bardette
Slick Latimer	Gerald Mohr
Curly Rogers	Eddie Acuff
Shamba	Frank Lackteen
Wakimbu	Tommy Cook
Bombo	Robert Barron
Lutembi	Al Kikume
Brock	Bud Geary
Claggett	Al Taylor
Bone	Joe McGuinn
The Lion Chief	Jerry Frank
Mananga	Kenneth Terrell

CHAPTER ONE
DEATH BY VOODOO

Dr. Meredith, an eminent physician, has been driven from civilization by the criminal activities of his twin brother. With his infant daughter he settled in the African jungle, and in the ensuing

twenty years, because of his ability to cure the native ills, has assumed virtual control of the Masamba tribes. These tribes possess vast diamond mines which are coveted by a criminal element which is using Shamba, a witch doctor jealous of Dr. Meredith's control over the tribe, as a tool to further their nefarious interests. They lure Dr. Meredith away from the jungle and he is murdered by "Slick" Latimer. To secure the sacred amulet which is believed by the natives to be the secret of Dr. Meredith's power, Shamba attempts to kill Nyoka, Meredith's daughter. Stanton, Latimer's former companion who was ignorant of his criminal intent, rescues Nyoka but is trapped in a tunnel, the flood gates of which have been opened by Shamba.

CHAPTER TWO
QUEEN OF BEASTS

Stanton and Nyoka are rescued from the tunnel, but Shamba has control of the amulet. It is vital that this be recovered, for the amulet contains the secret to the entry of the Caves of Nakros, where the diamonds are kept. Following Dr. Meredith's murder, his evil twin brother has returned in his stead to help carry out the plot to gain control of the diamonds. Even Nyoka does not detect the fact that the imposter is not her father - that her real father has been killed. By impersonating a legendary Lion Goddess, Nyoka persuades the powerful group known as the "Lion Men" to help her recover the amulet from Shamba. Shamba demands that she quell a lion single-handed in order to prove her authenticity.

Nyoka, through her life-long familiarity with jungle beasts, is able to do so; but unfortunately her headpiece comes off, exposing her as a mortal girl and not the lion goddess. She is about to be sacrificed.

CHAPTER THREE
RIVER OF FIRE

Nyoka is rescued just as she is about to be sacrificed by the natives, but is again endangered when Latimer arranges a deal with Shamba. He promises Shamba that he will rid the jungle of all the white people and leave him the master of this domain, if he, in turn, will secure the Diamonds of Nakros and turn them over to him as his part of the bargain. Shamba agrees, but insists that Nyoka be given to him as security for the completion of Latimer's pledge, and to satisfy the desire of the natives for a human sacrifice. Stanton and Curly learn of her danger. They manage to capture two of Shamba's priests and, taking their clothing, to impersonate them. In this guise, they effect Nyoka's release. They escape into Simbula Swamps, but are again endangered when the natural oil in the swamps catches fire and leaves them trapped in a mighty blaze.

CHAPTER FOUR
TREACHERY

They escape the blazing jungle, but Shamba fails to keep his bargain and deliver the diamonds because Latimer and his men have not kept theirs.

In order to keep the plane in the jungle until the diamonds can be secured, the false Dr. Meredith, misleading Lutembi, a good native, arranges for the gasoline supply on board the plane to be removed. He makes Lutembi believe it is his desire to remain with the natives. Lutembi, believing he is acting for the general good, lures Stanton and Curly away from their plane into a jungle pitfall; he then hides the gasoline in a canyon. The boys are threatened with death by a jungle lion, but Nyoka rescues them and gets them out of the pit alive. They trace the fuel to its hiding place, where they are ambushed by Shamba and his natives. A burning spear, thrown by Shamba, ignites the gasoline and results in an avalanche, in which they are apparently engulfed.

CHAPTER FIVE
JUNGLE VENGEANCE

Nyoka, Stanton and Curly elude death in the avalanche resulting from the ignition of the gasoline by the villains, but the situation of all whites in the jungle is very grave, inasmuch as Shamba is now determined upon their destruction. With the explosion of the gasoline, their only means of escape has been cut off. Kimbu, a little native boy, learns that Shamba plans to flood the tunnels and trap the native warriors who are anxious to help the whites. Kimbu warns Nyoka and the two boys; but, as he crosses a suspension bridge, it breaks and he falls into a stream alive with crocodiles. The boys rescue him and then go to save Lutembi and the good warriors in the tunnel. They enter

the Caves of Nakros through a rear entrance, hoping to destroy the flood mechanism. The situation becomes apparently disastrous when Nyoka falls into a torture pit where deadly gas in turned upon her.

CHAPTER SIX
TRIBAL FURY

Curly saves both Stanton and Nyoka, but Shamba makes good his escape. Shamba and his priests decide that Lutembi must be punished by death, since he has sided with the whites. To accomplish this without arousing the natives, they kill him and arrange matters so that it will appear that Curly has murdered him. Stanton and Nyoka save Curly from the funeral pyre, and the entire group enters Dr. Meredith's hut, to barricade themselves against the natives. Shamba is arousing the natives to a fever pitch of hatred against Curly for supposedly having murdered Lutembi. Nyoka suspects that little Kimbu may have been a witness to Lutembi's murder. She sneaks through the jungle to rescue him from the hut where he is being held prisoner; but, as she enters, Kimbu mistakes her for an enemy and shoots her with a bow and arrow. She drops to the floor, apparently mortally wounded.

CHAPTER SEVEN
THE POISON DART

Nyoka was not hit by the arrow, but fell voluntarily to avoid a spear thrown by Bombo, one of Shamba's priests. Bombo is quelled, and Kimbu

tells how Lutembi actually was murdered, and also gets for them the amulet, which Shamba had secreted in his camp. Back in the village, the natives are shooting burning arrows into the hut where the false Dr. Meredith and the others are barricaded. "Meredith," in order to save his own skin, urges Curly to give himself up, so that all the whites will not have to die. Nyoka turns the amulet over to the false doctor, believing him to be her father. Meredith, with Latimer and the other villains, prepares to trade the amulet for the coveted diamonds, but Nyoka suspects Latimer's good faith. She pursues him, and he removes three rocks from the end of a bridge so that the girl, following him, will be catapulted into the ravine below.

CHAPTER EIGHT
MAN TRAP

Nyoka screams as she falls and Stanton rushes to her aid. Latimer makes good his escape. One of the whites, named Ted Bone, realizes that Meredith and Latimer are crooks. Latimer kills him with a poison dart so that it will appear that he is another victim of the natives. Nyoka, Stanton and Curly find evidence proving that Bone was killed by a white man. Latimer, realizing that they are about to expose him, determines to put them out of the way; but in his zeal he definitely shows his hand, and Nyoka and the boys are constantly on their guard. Latimer finds Shamba, and promises to reinstate him in the good graces of the natives by giving him the amulet if Shamba will kill Curly and Stanton and show

him where the diamonds are. Shamba agrees. Some of his priests seek out the boys while they are at work attempting to distill gasoline from the natural oils of the jungle. Nyoka, in the ensuing battle, tumbles backward into a vat of boiling oil.

CHAPTER NINE
TREASURE TOMB

Nyoka has not actually fallen backward into the boiling vat and manages to recover herself before she meets a horrible death. Shamba's natives make their escape. Eluding various perils, Nyoka, Stanton and Curly pursue them. Shamba attempts to escape by canoe, but Nyoka upsets the canoe and Shamba is taken prisoner by the boys. They plan to force him to take them to the caves of Nakros and to turn over the priceless diamonds to them. Latimer learns of their plan when Nyoka asks her "father" for the amulet which will admit them to the caves. He and his group plan to wait outside and to kill Nyoka and the boys when they make their exit with the diamonds. As Shamba takes the group into the secret chamber through which they must pass in order to reach the hiding place of the diamonds, he locks them inside and pulls a lever which seemingly catapults them into a bottomless pit.

CHAPTER TEN
JUNGLE KILLER

The three hang on to a ring on the wall of the pit which opens another door out of the torture room.

This door leads into the chamber where the diamonds are hidden. Shamba leaves the Caves and is captured by Latimer and his group. They force him to take them back into the Caves and give them the gems. When the diamonds are found missing, Latimer accuses Shamba of having stolen them himself. Unrest and suspicion rise in the ranks of the heavies. Nyoka, still ignorant of the fact that her "father" is working hand in glove with Latimer, tells him all. He, of course, passes the information on to Latimer, who incurs Shamba's hatred by refusing to release the amulet to him. Shamba takes his revenge by opening the cage of a vicious gorilla, hoping that it will kill Latimer. Instead, the gorilla finds Nyoka and the "Jungle Girl" is about to be killed by the pouncing beast.

CHAPTER ELEVEN
DANGEROUS SECRET

The boys learn from Kimbu that Nyoka is in danger and return in time to kill the gorilla. Stanton and Curly realize the necessity of leaving the jungle with the diamonds at the earliest opportunity. Meredith, of course, is equally determined to prevent their departure, though outwardly he must agree with them. A plan is devised to transfer the gasoline the boys have distilled. They attempt to move it across a ravine by a cable. The heavies, hiding in ambush, shoot at the ropes holding the basket; and Nyoka, who is aboard the basket, completes the slide by holding on to the pulley with her bare hands. Stanton is captured when he runs out of ammuni-

tion, and the heavies try to force him to reveal the hiding place of the diamonds. He refuses, and they fasten him to a conveyor belt which slowly moves him toward a pile driver which will crush out his life.

CHAPTER TWELVE
TRAPPED

Curly and Nyoka come to Stanton's rescue and the three escape. On their way through the jungle they meet a native who is carrying little Kimbu, who has been wounded in an animal trap. Nyoka first becomes suspicious of her "father" when the child is taken to him for treatment and he is obviously unfamiliar with the surgical instruments. Her suspicions are proved when she compares the fingerprints on the real Dr. Meredith's passport. Latimer sees her making the comparison, and bluntly tells her that the man posing as her father is indeed a fake, but that she will be killed before she can divulge this fact. Kimbu, sizing up the situation, loosens a suspension device for the central lamp in the room; it falls and knocks Latimer to his knees so that Nyoka can escape to warn the boys. On her way she falls into the animal trap which had previously wounded Kimbu.

CHAPTER THIRTEEN
AMBUSH

Nyoka rolls clear of the descending trap and continues on her way to warn the boys. Meredith now has the diamonds and plots to escape, leav-

ing Nyoka and the boys stranded in the jungle. But he learns that the boys still have in their possession a small engine part without which the plane cannot run. To obtain this, the false Meredith, whose true identity is still unknown to the natives, exhorts them to capture the two boys, professing to them that the latter have kidnapped Nyoka. The boys elude the natives, capture the diamonds from Meredith and, with Nyoka and Kimbu, enter the plane to escape. As the engine is started, a hidden gun, previously planted by Meredith to thwart any escape attempt, goes off, apparently killing Stanton, who is at the controls.

CHAPTER FOURTEEN
DIAMOND TRAIL

Curly shuts off the ignition, stops the plane, and with the unconscious Stanton in their arms, he and Nyoka run into the jungle. Kimbu attempts to retrieve the diamonds, but, seeing that he is surrounded by heavies, stuffs them into the flashlight. This very flashlight is used by the heavies as they follow Latimer's orders to "Comb the jungle and find those diamonds!" Stanton's wounds are only superficial; the amulet he was carrying in his shirt pocket deflected the bullet which is now lodged in his shoulder. Nyoka sends Kimbu's pet monkey to her father's rooms for medical supplies; the animal is seen by Meredith and Latimer, who set out in hot pursuit. Nyoka eludes them, but is captured by Shamba and his natives. They tie her to a stake in front of a spear-discharging machine.

CHAPTER FIFTEEN
FLIGHT TO FREEDOM

Curly arrives in time to knock the post over as the spears hurtle past the spot where Nyoka had stood. He is taken prisoner, but in order to save Nyoka's life, he reveals that the diamonds are hidden in the flashlight. Latimer immediately sets out to retrieve the flashlight, which was left in camp. Meredith, meanwhile, on discovering the flashlight would not work, has opened it, found the diamonds and removed most of them. When Latimer arrives and finds only a few of the gems left, he suspects he has been double-crossed and kills Meredith. Stanton, meanwhile, invokes the loyalty of the Lion Men to help him save Nyoka. With their aid, he is successful in killing Shamba. Latimer attempts to escape in the plane, but Stanton seizes him and hurls him from the plane after a desperate fight.



JUNGLE JIM
A UNIVERSAL SERIAL (1937)

Directed by FORD BEEBE
CLIFF SMITH

Screen Play by WYNDHAM GITTENS
NORMAN S. HALL
RAY TRAMPE

Cast:

Jungle Jim	Grant Withers
Joan, the Lion Goddess	Betty Jane Rhodes
Malay Mike	Raymond Hatton
Shanghai Lil	Evelyn Brent
The Cobra	Henry Brandon
Bruce Redmond	Bryant Washburn
American Consul	Claude King
Tyler	Selmer Jackson
Slade	Al Bridge
La Bat	Paul Sutton
Kolu	Al Duvall
Hawks	William Royale

CHAPTER ONE
INTO THE LION'S DEN

Two safaris start out into the jungle. One is headed by Bruce Redmond and his henchman, Slade, who are searching for a white girl, known as the Lion Goddess of a native tribe. Redmond believes her to be Joan Redmond, heiress to a large fortune which he will inherit if the girl is proven to be dead. Jungle Jim, heading the other safari, is following Redmond and Slade to revenge the death of a friend and to find the heiress. Both safaris

finally invade the region ruled over by the Lion Goddess and Jungle Jim and his men are attacked by the natives. The Lion Goddess appears and sends her lions, who obey her every command, into the fight. Jim is attacked by one and falls into a deep pit with the animal.

CHAPTER TWO
THE COBRA STRIKES

The Lion Goddess, who is, undoubtably, Joan Redmond, calls off her lion in time to save Jim. Jim and Malay Mike, his partner, are captured and brought before the Cobra and Shanghai Lil, fugitives from justice who fear that Jim is a government man. Joan sentences Jim to death for killing one of her lions. Jim fights a tiger and kills it, thus winning Joan's admiration and his freedom. Joan follows Jim into the jungle. There they are attacked by Redmond and his band, who hope to kill Joan and complete their mission. Jim, during the fight is knocked backwards into a river and crashes over a waterfall.

CHAPTER THREE
THE MENACING HERD

Joan is captured by Redmond and his men and held captive. Meanwhile, Jim is saved by Malay Mike and they set out to find Joan. Overtaking the safari they stampede a herd of elephants, rescue Joan and return to her village. That night Jim and Mike, unknown to Joan, are captured by the Cobra and are about to be killed when Redmond and his men attack the village. A fire starts and the hut

in which Jim and Mike are tied to a post is afire. Joan rushes in to rescue them but is knocked unconscious by a falling rafter. Jim and Mike look on helpless as the flames surge around them.

CHAPTER FOUR
THE KILLER'S TRAIL

Redmond believes that Joan has perished in the fire, but Jim holds his bound hands over the flames and they escape from the hut. Redmond and his men are captured by the Cobra and they are thrown into a dungeon of an old castle. Jim and Mike arrive at the castle where they hope to capture Slade and his band and return them to the coast for trial for murder. But they escape and lay a mine to blow up the castle. Jim and Mike enter the castle and come upon them. They fight, but the fuse has already been ignited. The villains beat them and flee just as the powder explodes.

CHAPTER FIVE
THE BRIDGE OF TERROR

Joan and her faithful servant, Kolu, hear the explosion and as they dash forward toward the castle they run into Redmond who shoots Joan, wounding her. Kolu carries her to a cave and stations her lions around her as a guard. Luckily for Jim and Mike, a huge door under which they had fallen protected them from the blast. Ultimately they escape from the castle and look for Joan. Kolu meets them and leads them to Joan's cave by a short cut over a native rope bridge spanning a chasm. Kolu and Malay Mike get

across safely and as Jim is making the crossing hand over hand he is seen by his enemies and fired upon. A bullet hits the rope. It breaks and Jim plunges headlong into the chasm.

CHAPTER SIX
DRUMS OF DOOM

Malay sees Jim fall into the river and goes to his aid, while Slade and his men look for Joan. She and Kolu take refuge behind a waterfall while Jim, by a ruse, captures the pursuing Slade and his two partners. One of them makes a break for freedom and is killed by a tiger while Slade and Redmond escape. The Cobra's men capture Jim and Mike. From Jim the Cobra learns that Joan is still alive and is relieved, because only Joan can control the tribe of savages. Jim and Mike are sentenced to be executed by a native firing squad. The natives line up and a score of arrows are loosed at Jungle Jim and Malay Mike.

CHAPTER SEVEN
THE EARTH TREMBLES

Joan and Kolu arrive in time to save the doomed men, Kolu using a shield to deflect the arrows. The Cobra's men again capture Slade and Redmond. He frees them when they promise to find Jim and kill him. Joan learns of the plot and orders her natives to kill the Cobra. Just as they storm the castle there is a sharp earthquake followed by the eruption of a volcano. The Cobra makes the natives think that he controls the forces of nature and becomes their ruler. A short

distance in the jungle Jim and Mike head for the sanctity of a cave, but Slade and Redmond are already there and fire upon them. Fleeing the hail of bullets, a huge landslide bears down upon Jim and Mike.

CHAPTER EIGHT
THE KILLER LION

Jim and Mike reach the protection of a ledge just as the landslide thunders by them. Slade and Redmond, however, think them dead. They meet Joan and tell her that Jim is dead. She is broken-hearted. Redmond urges her to come to New York with him so that together they can claim the fortune. She agrees. Back in the castle, the Cobra, now absolute ruler of the natives, orders the death of all white people in the jungle, including Joan. The war drums beat out the message. Jim and Mike overtake Slade and Redmond, and take Joan from them. A few moments later Joan, Mike and Jim are recognized by a party of lion hunters and they dash for the trio to deliver the death blows.

CHAPTER NINE
THE DEVIL BIRD

Kolu manages to get to the war drums in time to pound out the message "Do not Kill," just as the lion men are about to kill Joan, Mike and Jim. Perplexed, they capture the trio and take them to the Cobra. Slade and Redmond see an airplane crash in the jungle. The owner is Hawks, a gun runner, and they enlist his aid. Jim and Mike,

taken before the Cobra, are given the death penalty as his sentence. They escape, however, and hold the Cobra at gun's point. He knocks the gun from Jim's hand as Shanghai Lil comes in. She fires at Jim. He staggers, and topples out of the window.

CHAPTER TEN
DESCENDING DOOM

Jungle Jim's fall is broken by a balcony and he reaches the ground safely. He rescues Mike and they go in search of Joan. She has fallen into the hands of Slade and Redmond who have taken her to Hawk's plane. Hawks tells them that one will have to stay behind as the plane will only carry three. Slade and Redmond shoot it out. During the exchange of shots Joan escapes and meets Jim. They decide to capture the plane. Redmond, seeing the bushes shaking at their approach, thinks it is a lion and throws a hand grenade he had taken from the plane. It explodes directly over the spot where Joan and Jim are standing.

CHAPTER ELEVEN
IN THE COBRA'S COILS

Joan and Jungle Jim drop to the ground and the hand grenade explodes harmlessly over their heads. Redmond, seeking to escape them, is killed by a lion. Slade and Hawks return to the plane only to be captured and tied up by Jim. Slade, however, escapes after knocking out Hawks. The latter tells Jim he is a government agent on the trail of the Cobra. Slade, knowing Hawks' iden-

tity, goes to the Cobra and the two join forces. Jim's next move is to have Hawks fly the airplane over the castle inorder to distract the natives while he and Mike enter the castle, but they are surprised by the Cobra and some of his men. The Cobra shouts the order to kill and his spear-men bear down upon the two men.

CHAPTER TWELVE
THE LAST SAFARI

Joan arrives in time and orders the blacks to stop. They hesitate between her command and the Cobra's. But Joan wins the upper hand when she threatens them with destruction from the skies, just as Hawks, flying overhead, drops a hand grenade on one of the huts. The Cobra escapes and being an expert pilot, he jumps into the airplane and begins to take off. Jim rushes after him and hangs on the tail. In mid-air he crawls up to the cock-pit and threatens to shoot the Cobra. They land safely. The next day a squad of planes arrive to take them back to civilization and justice. Joan and Jim leave for America and happiness together.



KING OF THE CARNIVAL
A REPUBLIC SERIAL (1955)

Directed by FRANKLIN ADREON

Screen Play by RONALD DAVIDSON

Cast:

Bert King	Harry Lauter
June Edwards	Fran Bennett
Daley	Keith Richards
Carter	Robert Shayne
Zorn	Gregory Gay
Art	Rick Vallin
Jim	Robert Clarke
Travis	Terry Frost
Sam	Mauritz Hugo
Hank	Lee Roberts
Bill	Chris Mitchell
Mac	Stuart Whitman
Matt	Tom Steele
Garth	George DeNormand

CHAPTER ONE
DAREDEVILS OF THE AIR

Bert King and June Edwards, circus high-wire acrobats, are told by Bert's Treasury Department friend, Art Kerr, that employees of the circus are suspected of belonging to a big counterfeit ring, and the T-man asks Bert to help him run them down. Daley and Travis, riggers with the circus crew, attract Bert's attention and he follows them to a cave at the beach where Daley puts on a diving suit and walks into the ocean. The gang has a printing press set up in the watertight cabin of a submerged

wreck, and it is operated by another henchman, Zorn. Bert's interest in their activities results in a fist fight back at the circus which is halted by Carter, the ring master. Daley is then ordered by the mysterious voice of the gang leader, coming over a concealed radio, to sabotage Bert's aerial act high above a cage full of lions the next day. Daley weakens the trapeze ropes which results in Bert being plunged down into the cage of snarling beasts.

CHAPTER TWO
DEATH TAKES THE WHEEL

Just before he falls into the pen Bert grabs a slanting guy wire and slides to safety. When Bert discovers the trapeze rope had been tampered with, he accuses Daley and Travis. The argument leads to a fight which is again stopped by Carter who fires Daley and Travis. Thoroughly suspicious of Daley and Travis now, Bert plants a radio direction indicator in their car, and when they leave the circus he and June trail them. The indicator leads them to the beach cave, just as Daley and Travis are leaving, and Bert takes off in his car to chase them. The chase leads into the mountains, and as Bert's car closes in a bullet from Travis punctures a front tire and the car hurtles over a cliff.

CHAPTER THREE
THE TRAP THAT FAILED

Bert jumps from the car before it crashes. Daley and Travis return to the cave where they remove all their diving equipment from a concealed cham-

ber and set up a booby trap. When Bert gets back to the circus he confers with Art in his dressing room, and, while they are discussing the counterfeiting situation, Bert catches Garth, the circus knife thrower, eavesdropping. During the fight which follows, Garth is killed by his own knife. Art and June return to investigate the cave and are about to enter when Bert detects the booby trap. He finds the explosives just as Daley and Travis move in on them. A gun fight follows and Bert, crouched close to the explosives, is apparently blown up when a bullet detonates the dynamite.

CHAPTER FOUR
OPERATION MURDER

Bert and June escape the explosion, but Daley and Travis move in on them and a fight develops. Zorn, in the underwater wreck, hears Daley's call for help over an inter-com, and comes to his rescue. Bert has just overcome Daley and Travis when Zorn sneaks in and throws a gas grenade which allows the counterfeiters to escape. Back at the circus Bert and June are ordered by Carter to look over the site of a country carnival and then the secret leader of the counterfeiters radios Daley and Travis to intercept them. The two crooks attempt to do this but Bert escapes the trap and, swerving his car, takes after them. Daley and Travis jump out of their car and separate. June goes after Travis, and Bert takes off after Daley, following him to the top of a bank overlooking a railroad. They fight and Bert trips, his head striking the rails and knocking him out. Daley sees a railroad train rushing toward them, turns and runs

away leaving Bert unconscious on the tracks.

CHAPTER FIVE
THE MECHANICAL BLOODHOUND

Bert comes to, reacts to his danger and rolls clear of the train. Although Bert and the Treasury Men have been unable to find anything in the cave, they still suspect that the counterfeiters are using it. So two T-Men put up a remote controlled television camera which will watch the cave entrance. While doing this they see Daley and Travis enter the cave. The T-Men plant a direction-finder in Daley's car, so that they can trace the counterfeiters. Their destination proves to be an abandoned barn which the T-Men surround with Bert's help. A gun-fight develops with Bert taking shelter in the barn. The coal-oil stove is smashed by a bullet, the flames spread to a box of explosives, and the barn blows up.

CHAPTER SIX
UNDERSEA PERIL

Bert sees his danger and escapes from the barn just before the blast. Daley and Travis make their getaway during the confusion, but have to abandon their car in which Bert finds the diving helmet. This clue tells him that the counterfeiters must be operating underwater, so he and a Treasury Man start for the cave. Meanwhile the counterfeiters send Daley and Travis to the cave to pick up all the available counterfeit which Zorn will bring ashore for them. They receive the money and are just leaving when Bert and his companion surprise them.

There is a fight around the cave but the counterfeiters escape. Bert puts on the diving helmet and walks out into the ocean to investigate, but Zorn, warned of this possibility, has planted some underwater mines and Bert is apparently blown up in an explosion.

CHAPTER SEVEN
HIGH HAZARD

Bert floats to the surface and is washed ashore and rescued by his companion. He and an escape artist, Matt, put on an act at a country fair. Daley and Travis, under orders to eliminate Bert, plan to sabotage the night show. Bert does a high tower tank dive after throwing a blazing torch into the water. Daley and Travis fill the tank with gasoline which ignites and sets fire to the tower. Bert slides down a guy wire to safety. Meanwhile June spots Daley and Travis lurking in the crowd. When they return unexpectedly, she hides in their car. They drive to an alley, park and leave. June radios Bert, who joins her. Bert sends June for help while he stands guard at Daley's car, to capture the two counterfeiters. A fight develops. Bert chases Daley into a warehouse which has an electric switch box in one wall. Daley throws a heavy prop at Bert who ducks; the prop crashes into the switch box on the wall. Two wires touch and an electric arc flashes between them. The wires separate and hang with the bare ends a short distance apart. Daley throws an iron bar which shoots across the switch box wires. The bar hits the ends of the two wires flashing an arc before the bar drops free. Bert is knocked back onto the exposed wires. There

is a flash and he slumps to the floor.

CHAPTER EIGHT
DEATH ALLEY

The way Bert falls cushions the shock. He revives and takes off after Daley. June runs into Daley who is fleeing the scene, throws a shot after him, then turns to Bert. They can't catch Daley, so they return to the heavy's car to wait for Art. Using Daley's captured radio, Bert and the T-Men listen in and hear the counterfeiters giving orders. They find it is coming from somewhere in the circus. Bert starts a search and in Daley's old quarters finds Hank, with counterfeit in his possession. Bert captures him after a fight. Hank's quarters reveal a secret radio and Art, muffling his voice, gives orders to Daley and Travis to attack Bert in a local garage where Bert is building up a special radio. Daley and Travis, suspicious of the voice, approach the garage cautiously and barely escape the trap which Bert and a T-Man have set. A gunfight develops with Bert inside the garage. Daley tosses a grenade through a window. The explosion ignites gasoline drums and the blast demolishes the garage.

CHAPTER NINE
CAVE OF DOOM

Bert and the T-Men run outside in pursuit of the counterfeiters just before the explosion goes off. No longer able to use his radio setup, the undercover leader of the counterfeiters sends two new type radios to Daley, Travis and Zorn. When

Daley and Travis enter the cave, the remote control television camera picks them up. Bert, preparing to rehearse a high-wire motorcycle act in the circus, hears of the activity at the cave and takes off on his motorcycle. He is met by another T-Man and they move in on Travis and Daley who have just finished delivering the radio to Zorn. A fist fight and gun battle follow with the heavies escaping. Bert, on his motorcycle, takes after them. Overhauling them on a mountain road, a bullet blasts his tire and he hurtles over the cliff.

CHAPTER TEN
THE MASKED EXECUTIONER

Bert lands in a mountain lake and swims safely to shore. Art and Bert now have reason to conclude that someone around the circus is still active in the counterfeiters game, so they bring their prisoner, Hank, out to Bert's dressing room and try to force him to give them some information about the criminal set-up. After discussing the previous developments in retrospect they manage to break Hank down to the point of telling them where the chief counterfeiter's headquarters are, but, before he can show them the exact spot, a masked clown who has been lurking outside the canvas dressing room fires a shot through the wall which apparently kills Bert.

CHAPTER ELEVEN
UNDERSEA WARFARE

Hank receives the bullet instead of Bert. Bert and Art rush out in pursuit of the clown, but lose him.

Instead they find Carter out of breath and with disordered hair and clothes. Their suspicions are aroused, but they cannot prove Carter used the clown's outfit. June watches Carter's movements, while Bert gets his diving outfit and explores the ocean bottom. The radio warns Daley and Travis of Bert's mission and they try to hold him back until Zorn can be evacuated from the wreck. The counterfeiters try to ambush Bert and his companion, but they are driven off after a gun fight, and Bert goes ahead with his diving expedition. Zorn is warned by radio that he may be attacked, so he puts on a diving helmet, and arms himself with a knife. Bert has just reached the wreck when Zorn attacks, and in the struggle his air hose breaks and he collapses to the bottom.

CHAPTER TWELVE
VENGEANCE UNDER THE BIG TOP

Holding the severed air hose together, Bert makes his way into the wreck where he surprises Zorn and kills him in a knife fight. Meanwhile, Daley and Travis have returned to the cave and overcome Bert's T-Man companion. They lie in wait for Bert, but he sees them and lands in a concealed cove. He circles around to attack Daley and Travis, killing them both in a gun battle. June has been watching Carter's movements, but he catches her searching his quarters. He is holding her as hostage for his escape when Bert returns. Bert disarms him, and Carter attempts to escape by climbing the ladder and crossing the acrobatic bars at the top of the tent. Bert takes after him and in the ensuing struggle Carter loses his grip

and crashes to the ground.



THE LONE RANGER RIDES AGAIN
A REPUBLIC SERIAL (1939)

Directed by WILLIAM WITNEY
JOHN ENGLISH

Screen Play by FRANKLYN ADREON
RONALD DAVIDSON
SOL SHOR
BARRY SHIPMAN

Cast:

The Lone Ranger	
Bill Andrews	Robert Livingston
Tonto	Chief Thundercloud
Silver	Silver Chief
Juan Vasquez	Duncan Renaldo
Sue	Jinx Falken
Bart Dolan	Ralph Dunn
Craig Dolan	J. Farrell MacDonald
Jed Scott	William Gould
Evans	Rex Lease
Merritt	Ted Mapes
Pa Daniels	Henry Otho
Hardin	John Beach
Thorne	Glenn Strange
Murdock	Stanley Blystone
Hank	Edwin Parker
Colt	Al Taylor
Logan	Carlton Young
Doc Grover	Ernie Adams

CHAPTER ONE
THE LONE RANGER RETURNS

Craig Dolan, a powerful cattleman, makes desper-

ate attempts to rid the San Ramon valley of innocent settlers. Jed Scott, leader of a wagon-train, engages Bill Andrews, a newcomer, to aid in defeating Dolan's henchmen. An imposter acting as the Lone Ranger is seriously wounded in the fight, and Andrews reveals himself as the REAL Lone Ranger, whose disguise was taken by the wounded man, a member of Dolan's gang. The imposter is responsible for the murder of Juan Vasquez' brother, but Dolan frames an innocent man, Jed Scott, by saying he's the murderer. Scott is taken to jail, and an infuriated mob attempts to burn the building. The Lone Ranger intervenes and is trapped as the jail collapses.

CHAPTER TWO
MASKED VICTORY

Juan Vasquez and the Lone Ranger pull Scott from the burning building. The Dolan interests convince the settlers that one of their number, Doc Grover, was murdered by Scott. They press Scott's conviction but the Lone Ranger insists that Grover is still alive, and safe in the custody of Tonto, the Indian. The settlers demand proof, and the Lone Ranger takes them to the spot where Grover is hidden, to learn later that he has been kidnapped by Murdock and Hardin, Dolan's henchmen. Bart and Slade, two hostile cowmen, prepare to lynch Scott when the Lone Ranger produces the supposedly dead Grover and accuses Slade of crookedness. Slade shoots the Lone Ranger, and he slumps to the ground.

CHAPTER THREE
THE BLACK RAIDERS STRIKE

Slade's bullet strikes a bag of silver the Ranger wears under his shirt. He is stunned but uninjured. Scott is cleared of the murder charge and the settlers start homesteading, plagued constantly by the Black Raiders, whom the masked man suspects of being Dolan henchmen. The Lone Ranger hears that the Raiders are going to attack the Daniels' homestead, Vasquez, working closely with him, learns that one of the Raiders rides a horse with a broken shoe. This man, Bart Dolan, trades horses with his sister Sue, and thus, she is suspected of complicity. The Lone Ranger defends the Daniels' homestead from attack, and in his subsequent escape is trapped in quicksand.

CHAPTER FOUR
THE CAVERN OF DOOM

The Lone Ranger escapes death when he is rescued from the quicksand by Tonto. Sue Dolan, who is suspicious of her brother Bart's behavior, accuses him of being in league with the Black Raider gang, and follows him. Bart, aware of his sister's plan, arranges to have his Raider friends capture him in a fake attack, and thus get her off the track. She, believing her brother is really in danger, asks Tonto and the Lone Ranger to aid him. A pitched battle in a cave follows. The Lone Ranger and Tonto are driven back, as a fuse is lighted on a keg of powder. Unable to help themselves they are in danger of death as the chapter ends.

CHAPTER FIVE
AGENTS OF DECEIT

The Ranger's horse, Silver, pushes the powder keg out of the cave, and saves his master and Tonto. Sue is made prisoner with her brother Bart. Their captors are the Raiders (actually in league with Bart). The Ranger rescues them, and their uncle, Craig Dolan, feigning gratitude, agrees to call off the war on the homesteaders. However, the Ranger learns that Bart is plotting to destroy the wagon loads of much-needed seed, recently purchased by the settlers. They plan to send a burning wagon down among the seed wagons, but the Lone Ranger alters its path. He saves the seed but endangers his own life when the blazing vehicle overturns before reaching its destination.

CHAPTER SIX
THE TRAP

The Ranger leaps clear of the burning wagon. A stage-coach is robbed bringing Government forms on which the settlers are to file land claims. The Lone Ranger suspects the Raiders of the theft, and Tonto recovers the forms, which are returned to the land office. The settlers file their claims. The Dolans plot to destroy the claim records, and the Lone Ranger hastens to remove them to a safe place. Tonto and Vasquez learn that the villains have rigged a device which will instantly kill anyone tampering with the land-office safe. The Lone Ranger unwittingly enters the land-office before Tonto and Vasquez can stop him. He is about to turn the combination.

CHAPTER SEVEN
LONE RANGER AT BAY

Raiders appear on the scene and stop the bullets intended for the Lone Ranger. A gun fight ensues, and the Ranger escapes with the claim-records. In his haste, he leaves a number of silver bullets behind, which implicate him in the murder of one of the Raiders who interfered. The Dolans insist that the Sheriff ride after the Ranger, and recover the claims. Bart sees to it that a few Raiders are included in the deputies that accompany the Sheriff. These men are ordered to shoot the Ranger on sight. The Lone Ranger leaves the claims in the safekeeping of Tonto and Vasquez, saving himself from the pursuing cut-throats by precipitating a landslide.

CHAPTER EIGHT
AMBUSH

The Lone Ranger, after great difficulty, succeeds in escaping the landslide. The Sheriff, however, is killed. The Sheriff's post is now open, and the settlers decide to run Pa Daniels as his successor. The Dolan clan, not satisfied with the candidate, are determined to fight the election. They kidnap Daniel's son, Danny. Pa Daniels pursues, and is also kidnapped. Sue Dolan invokes the aid of the Lone Ranger, who overcomes the Raiders and frees the captives. The other Raiders lie in ambush outside the kidnap cave, and when the Ranger and his friends appear, they are met by a deadly blast of gunfire.

CHAPTER NINE
WHEELS OF DOOM

The Lone Ranger and Daniels leave the cave together. The Ranger escapes, but Daniels is seriously wounded by the outlaws' gunfire. The settlers now decide to run Scott for Sheriff in Daniels' place. The Dolan clan try desperately to waylay Scott, but are unsuccessful in their efforts. Realizing that it is virtually impossible to stop Scott, they decide to steal the ballot boxes and eventually do away with them. The Lone Ranger overtakes the wagon on which the ballot boxes are being transported and a furious battle with the driver ensues. Suddenly, the horse break loose and run away. The wagon topples over the cliff.

CHAPTER TEN
THE DANGEROUS CAPTIVE

The Lone Ranger jumps from the runaway wagon just before it plunges over the cliff. He recovers the ballot box and returns it safely. Scott is elected Sheriff and appoints Andrews (the Lone Ranger), Vasquez, Evans and Powers as his deputies. The Dolan clan, resenting the "nestors" in the sheriff's office, determine to kill them off. The Raiders steal a herd of Dolan's cattle and then set an ambush for the deputies, who go after the rustlers. The Lone Ranger scents trouble and evades this ambush, capturing the Raider leader. Bart Dolan, fearing that the latter will confess, dynamites the jail.

CHAPTER ELEVEN
DEATH BELOW

Andrews ropes the powder box, and the occupants of the jail are saved. Martin Gibson, newly appointed land claim registrar, is now on his way to the town. The Lone Ranger, fearing the registrar might meet foul play, rides out to insure the man's safety. He learns that the Dolan clan have already approached the registrar and offered him a bribe to falsify reports in favor of the cattlemen. Gibson refuses, and a battle ensues in which Gibson is spirited away. The Lone Ranger and Tonto come to his rescue and help him to escape via a steep bluff. The Ranger, hanging over a cliff, drops as the rope snaps.

CHAPTER TWELVE
BLAZING PERIL

The Lone Ranger drops safely on a protruding ledge and makes his way back to Tonto and the registrar. Meanwhile, at Dolan's hacienda, information is received that Gibson has called a meeting of the settlers at Evan's barn. That evening, at the appointed place, the settlers tell Gibson of the trials they have undergone since their arrival. The Raiders, meanwhile, surround the barn with brush soaked in coal-oil. They light the inflammable material, keeping Gibson and the settlers in the barn till it is totally demolished by the intensity of the roaring fire.

CHAPTER THIRTEEN
EXPOSED

Gibson and the settlers take refuge in the cellar while the building burns over them. They escape and make their way safely to town. Craig Dolan, though an enemy of the "nestors," has done nothing to harm them. The villainy has been done entirely by his nephew, Bart. When Craig confronts him, Bart shoots the elder Dolan, and blames the crime on the Lone Ranger. The masked man proves his innocence and Bart, fearing the Ranger's revenge, attempts to escape. To further his plans, he takes his sister, Sue, as a shield. The Ranger pursues, and a gun battle is the result. A loaded ore car is released, and it rushes toward the Ranger, who is trapped at the foot of a tunnel.

CHAPTER FOURTEEN
BESIEGED

The Lone Ranger derails the car as it is about to strike him. He and Tonto escape and return to Dolan's. Bart Dolan is desperate and he declares open war on the "nestors." He collects all the outlaws and renegades in the district and sets out to destroy the scattered homesteads. The deputies notify all the homesteaders to find refuge in the fort. Preparations are made to put up a desperate defense, but the ammunition is limited. Andrews volunteers to ride through the enemy lines and get help from the cavalry. He gets clear of the fort, when he is intercepted by a group of Raiders and shot from his horse.

CHAPTER FIFTEEN
FRONTIER JUSTICE

The Lone Ranger falls and he crawls through the brush where Silver is tied. He knows that ambush awaits him, but he evades it and reaches the cavalry. The Raiders, aware of the failure of their plot and fearing the oncoming cavalry, order a wagonload of explosives rolled down onto the fortress walls. The Ranger, arriving in time, mounts the wagon and brings it to a stop before it crashes. He orders the settlers to the far side of the enclosure. Bart Dolan, investigating the cause of failure, is killed when the explosive finally does its destructive work.



THE LOST PLANET
A COLUMBIA SERIAL (1953)

Directed by SPENCER G. BENNET

Screen Play by GEORGE H. PLYMPTON
ARTHUR HOERL

Cast:

Rex Barrow	Judd Holdren
Ella Dorn	Vivian Mason
Tim Johnson	Ted Thorpe
Professor Dorn	Forrest Taylor
Dr. Grood	Michael Fox
Reckov	Gene Roth
Karlo	Karl Davis
Ken Wolper	Leonard Penn
Hopper	John Cason
Darl	Nick Stuart
Lah	Joseph Mell
Jarva	Jack George
Alden	Frederic Berest
Robot #9	I. Stanford Jolley
Ned Hilton	Pierre Watkin

CHAPTER ONE
MYSTERY OF THE GUIDED MISSILE

Dr. Ernst Grood, electronics wizard, controls the planet Ergro from his underground laboratory deep in an extinct volcano. Held prisoner on the planet is Professor Edmund Dorn, whom Grood exploits for his vast scientific knowledge. When Grood's cosmojet crashes on the side of Mt. Vulcan, reporter Rex Barrow and photographer Tim Johnson are sent to cover the story,

but are captured by Grood who has observed them on his radarscope, makes it vanish mysteriously. Rex and Tim, together with Ella, daughter of Professor Dorn, are made prisoners by Grood and sent in a cosmojet to Ergro. There, Dorn, unaware that his daughter is on it, sends the aproaching jet off its course; it plunges straight for the flaming crater of an active volcano!

CHAPTER TWO
TRAPPED BY THE AXIAL PROPELLER

Dorn, warned that there are people aboard, lands the cosmojet safely but Rex, Tim and Ella are hypnotized, equipped with mind monitor headsets and put to work mining cosmonium, Ergro's mystery metal. Rex comes out of the hypnotic influence and escapes to the laboratory where he meets Dorn. On Earth, Grood, through instruments, observes the meeting of Rex and Dorn and takes off for Ergro to destroy Ella and so punish her father for plotting against him. Rex rescues Ella and hides with her in a cave but the rays of Grood's axial propellor ensnare them and spin them around until they finally vanish in a blast of light.

CHAPTER THREE
BLASTED BY THERMIC DISINTEGRATOR

Dorn grabs a cosmic ray gun to blast the axial propellor; Rex and Ella become visible again. Dorn is disarmed but Rex and Ella escape from the cave to find Tim at the mine where robot men capture them. Dorn dehypnotizes Rex and shows

him a new invention; a box of dornite, a secret metal which, when in contact with cosmonium, result ina ray that causes invisibility. They decide that Rex, made invisible, should smuggle himself back to Earth on Grood's cosmojet. Grood, discovering Rex when he loses the dornite box after they have landed, orders him blasted with the thermic disintegrator!

CHAPTER FOUR
THE MIND CONTROL MACHINE

Rex finds the missing dornite box in time and renders himself invisible. Rex returns to his office where his editor Ned Hilton is skeptical about the story of his flight to the lost planet, Ergro. Unable to obtain government help, Rex determines to return to Ergro and fight the battle alone. Captured again by Grood and placed under the subconscious mind control machine, Rex is imprisoned in the sonic tunnel. Grood causes the cave to become obliterated!

CHAPTER FIVE
THE ATOMIC PLANE

Rex is saved when he drops into a lower tunnel. Grood changes his mind about destroying Rex, and sends him back to Ergro to work with Dorn, thereby hoping to learn some of the latter's scientific secrets. On Ergro, Dorn leads Rex to a concealed atomic plane. They attempt to win Robot #9 over to their side, believing he would be receptive. Ella and Tim, under hypnosis, are ordered to kill Dorn and Rex. They

fire neutron detonators at Dorn and Rex, enveloping them in electrical sparks and flames!

CHAPTER SIX
DISASTER IN THE STRATOSPHERE

Grood, aware of the situation on Ergro and not wishing Dorn to be destroyed, nullifies the power of the detonators. Dorn orders Rex and #9 to fuel up the atomic plane in which they take off. Grood, who has arrived on Ergro from Earth, catches Dorn watching the plane's flight on his fluoroscope transparency. Grood orders Dorn to train a new weapon on the atomic plane. The controls freeze, the plane plunges into a mad spin and then, blasted by a terrific explosion, vanishes!

CHAPTER SEVEN
SNARED BY THE PRYSMIC CATAPULT

Rex regains control of the atomic plane; he has been saved from Grood's blast by a fragment of cosmic waste that intercepted the beam and was blown up. Rex and R9, who reveals himself as Wesley Bren, land safely at an isolated airport. Bren informs his boss, Ken Wolper, the novelty king, of the collection of gadgets he has found and Wolper assigns Hopper to assist Bren. Bren and Hopper join Rex on Mt. Vulcan to capture Grood. Rex is suddenly seized by the force of a prysmic catapult and flown helplessly through space.

CHAPTER EIGHT
ASTRAY IN SPACE

Rex falls through the air and lands safely on a sand bank. Rex communicates with Dorn, on Ergro, by cosmic radio, and learns that Bren and Hopper have been captured by Grood. Dorn stops both the atomic plane and the cosmojet, which contains Bren and Hopper, holding them in space while Rex gives them a dornite box which enables them to become invisible when they reach Ergro. Rex's approaching plane is blasted by the cosmic cannon and the plane vanishes from sight.

CHAPTER NINE
THE HYPNOTIC RAY MACHINE

Rex is saved when Dorn blacks out the atomic plane with the infrangible ray machine before the blast from the cosmic cannon can hit it. Rex lands and is joined by Bren and Hopper. On Earth, Darl and another man sent by Wolper to check on Bren and Hopper, are captured by Grood who decides to join forces with Wolper. On Ergro, the cosmojet lands with Grood and Darl in it. Bren deserts Rex and joins Grood. Rex and Dorn are put in the hypnotic ray cabinet and vanish.

CHAPTER TEN
TO FREE THE PLANET PEOPLE

Alden, Dorn's assistant, has apparently made Dorn and Rex invisible. Grood has Darl, Bren

and Hopper imprisoned and Ella joins them as a prisoner. Rex, invisible, unlocks the cell where Ella and Tim are imprisoned and they escape. While working to dismantle the cosmic cannon, Ella and Tim are recaptured. There, Grood uses her as a hostage and forces Alden to make Dorn and Rex appear. Grood orders the solar thermo furnace activated and its intense heat rays melt the rocks of Forbidden Crest to send a lava-like flow pouring toward Rex, Ella, Tim and Alden!

CHAPTER ELEVEN
DR. GROOD DEFIES GRAVITY

The flames that envelop them are cold, and therefore harmless, for Dorn has reversed the charge at the solar furnace and has created a De-thermo flame. Dorn is captured and used to lure Rex and the others to their doom from the degravitizer, which counteracts the force of gravity. Rex and Tim shoot up into the air but manage to catch and cling to a ledge. Ella vanishes in a puff of smoke!

CHAPTER TWELVE
TRAPPED IN A COSMOJET

The degravitizer goes out of control and affects Grood and Reckov. Grood persuades Dorn to shut the ray off, Rex, Tim and Ella are also saved. Meanwhile, the planet people rebel and their leader orders all the Earth people rounded up and sent away in the space craft. Rex and Tim, together with Grood and Reckov, are put

into the cosmojet which is then blasted into space.

CHAPTER THIRTEEN
THE INVISIBLE ENEMY

Dr. Grood gains control of the cosmojet and brings it back to Ergro; where he and Reckov are imprisoned. Rex and Darl depart for Earth. On Earth, Jarva tries to blast their approaching plane with cosmic cannon but Rex evades it and lands safely. Meanwhile, on Ergro, Grood and Reckov become invisible and escape. Back on Earth Rex and Darl cautiously approach Grood's underground laboratory and, to their amazement, see a speeding train bearing down on them. They are petrified as the train roars down and over them!

CHAPTER FOURTEEN
IN THE GRIP OF THE DE-THERMO RAY

As the train rushes by leaving them unharmed, Rex and Darl realize that it must have been one of Grood's amazing illusions. Jarva, with the de-thermo ray, freezes their brains. Wolper appears, armed, subdues Jarva and forces him to free Darl and Rex. On Ergro, meanwhile, still invisible Grood orders all the Earth people confined. With his fluororay-stellarscope combination he sees what is going on on Earth and when Rex and Darl take off for Ergro, Grood sends a cosmojet toward the approaching plane. The flying missile crashes head on into the plane, blasting it from the sky!

CHAPTER FIFTEEN
SENTENCED TO SPACE

Rex evades the approaching missile by a quick dive. Landing, he discovers that Alden is the only one Earthman free on Ergro. Grood, believing he has destroyed Rex, prepares to fire his cosmic cannon upon Earth as a warning that he is about to take over the Universe. Rex manages to divert the cannon away from Earth just an instant before Grood fires it by remote control. Grood and Reckov climb into the cosmojet to escape leaving behind R4 to blast off the jet. The jet is sent on its way but R4 sets the course toward infinity, then smashes the control board, dooming Grood and Reckov to journey endlessly into space - forever. Ergro is restored to the planet people. On Earth, Jarva decides to join Grood but blasts the entire mountain, destroying it for all time.



THE MASTER KEY
A UNIVERSAL SERIAL (1945)

Directed by RAY TAYLOR
LEWIS D. COLLINS

Screen Play by JOSEPH O'DONNELL
GEORGE H. PLYMPTON
ANDE LAMB

Cast:

Tom Brant	Milburn Stone
Janet Lowe	Jan Wiley
Jack Ryan	Dennis Moore
Garret Donohue	Addison Richards
Prof. Henderson	Byron Foulger
Dorothy Newton	Maris Wrixon
Aggie	Sarah Padden
Herman	George Lynn
Chief O'Brien	Russell Hicks
Hoff	Roland Varno
Migsy	Alfred La Rue
Dan	Jerry Shane
Spike	Neyle Marx
Walter Stark	John Eldredge

CHAPTER ONE
TRAPPED BY FLAMES

Dramatizing an attempt by Nazi agents to cause a financial panic in the United States by operating the Orotron gold-redeeming invention of Professor Henderson, the story opens as henchmen of a mysterious gang leader, "The Master Key," kidnap Henderson and steal his machine. Washington investigator, Tom Brant, is furnished clues by Po-

lice Chief O'Brien and the latter's secretary, Dorothy. Trailing a suspect, Brant accuses nightclub owner, Walter Stark. In the ensuing fight, Brant is knocked unconscious. One of the "Master Key's" henchmen sets fire to the establishment and Brant is trapped in the flames.

CHAPTER TWO
DEATH TURNS THE WHEEL

Rescued from the blazing nightclub by police detective Ryan, Investigator Brant, aided by ace reporter Janet Lowe, learns that the Orotron machine is producing gold despite Professor Henderson's attempt to destroy the device. Revealed as one of the "Master Key's" henchmen, Flash Faust escapes in a police car driven by Janet, who is forced to stand on the running board as a cover for the gangster. The car hurtles off the road and is consumed in flames.

CHAPTER THREE
TICKET TO DISASTER

Snatched from the wreckage of the blazing police car by Brant, Janet is saved, but Faust has been killed. Meanwhile, Brant learns that "The Master Key" intends to get rid of Stark. Aided by Aggie and a street urchin, Migsy, Janet locates Stark. Arriving unexpectedly, Brant places the gangsters and Stark under arrest. The investigator is returning Stark to Washington for questioning when the train in which they are riding is derailed by Herman.

CHAPTER FOUR
DRAWBRIDGE DANGER

Uninjured in the derailment of the passenger train, Brant discovers his prisoner, Stark, has escaped after the accident. Stark, however, faces death when, at Janet's apartment, a paid killer shoots at him. Trailed by the police, Stark hurries to a warehouse but is shot during an attempted robbery. Although wounded, Stark makes a getaway and is followed by Brant. In the perilous chase, Brant is forced to jump from his own speeding car to an automobile commandeered by two Nazi agents. A furious fight ensues as the car goes out of control and plunges off a half-raised drawbridge.

CHAPTER FIVE
RUNAWAY CAR

Extricating himself from the submerged car after it plunged off the drawbridge, Brant is rushed to the hospital by Janet, his girl reporter aide. Approaching death, Stark reveals that records naming the enemy agents can be found in an old warehouse. He dies, however, before telling the location. When Brant finds the warehouse, it has already been ransacked and Janet kidnapped by Herman, one of the agents. She is placed in a runaway car which careens at full speed through the crowded city streets.

CHAPTER SIX
SHOT DOWN

Police detectives save Janet from death in the runaway car and capture Herman, Nazi agent. Learn-

ing that the police have discovered the gold storage warehouse, the enemy gangsters plan to ship out large quantities of the metal by plane. Herman escapes but is followed to the warehouse where Brant overhears the plot and secures passage on a Clipper plane with the two agents in charge of the gold shipment. Brant's aides follow and shoot down the huge plane which crashes with its cargo of precious metal and helpless human beings.

CHAPTER SEVEN
DEATH ON THE DIAL

Escaping injury when the giant Clipper plane crashes in the sea, Brant learns that the Orotron tubes of the gold-making machine can be destroyed by changing the city's electric current. He uses this method to damage the device while the Nazi agents transfer the captive Professor Henderson to another building. A terrific fight follows as Brant enters the building. The Nazi agents have mined the structure for demolition and during the confusion Professor Henderson escapes. Brant, however, is trapped in the doomed edifice as the dynamite mines explode.

CHAPTER EIGHT
BULLET SERENADE

Risking his life to save the brave investigator, Brant, from the demolished Nazi hideaway, Jack Ryan drags his colleague to safety. Professor Henderson, however, is stunned and wanders away. Later he is found by Janet who takes him to her apartment. When Brant and Ryan arrive at the

apartment they find it wrecked but a dictograph record reveals that Janet and Henderson have been kidnapped by Herman. The kidnapped pair is trailed to a Nazi hideaway but Herman escapes in a fast car. Brant pursues him in another machine while the running gun-battle rages.

CHAPTER NINE
ON STAGE FOR MURDER

Although Herman escapes after the gun battle on the highway, Brant captures four other Nazi agents. Proceeding to Professor Henderson's laboratory, Brant is attacked but, with the aid of Jack Ryan, spirits the Professor away. Followed by the enemy agents, Brant and Ryan take the Professor to a deserted theatre for safe keeping. The Nazis soon discover the hiding place and a desperate battle ensues on the stage of the abandoned edifice.

CHAPTER TEN
FATAL MASQUERADE

Making his getaway after unsuccessfully battling the police in the deserted theatre, Herman is lured to a hospital where Professor Henderson is supposedly confined. The enemy agents, disguised as interns, kidnap the patient but discover him to be Tom Brant. "The Master Key" informs Police Chief O'Brien of Brant's capture and offers to trade the investigator for the Professor. Jack Ryan rushes the police to Brant's aid as the investigator faces a firing squad.

CHAPTER ELEVEN
CRASH CURVE

Saved from death before an enemy agent firing squad, Tom Brant meets Professor Henderson who identifies members of the gang. The Professor also reveals various formulas in the Orotron gold-making invention. Magnets placed in a package supposedly containing important chemicals, enable Brant, aided by a direction finder, to locate the Nazis underground laboratory. Meanwhile, Brant's colleague Ryan pursuing Herman, enemy leader, is thrown from a motorcycle and knocked unconscious.

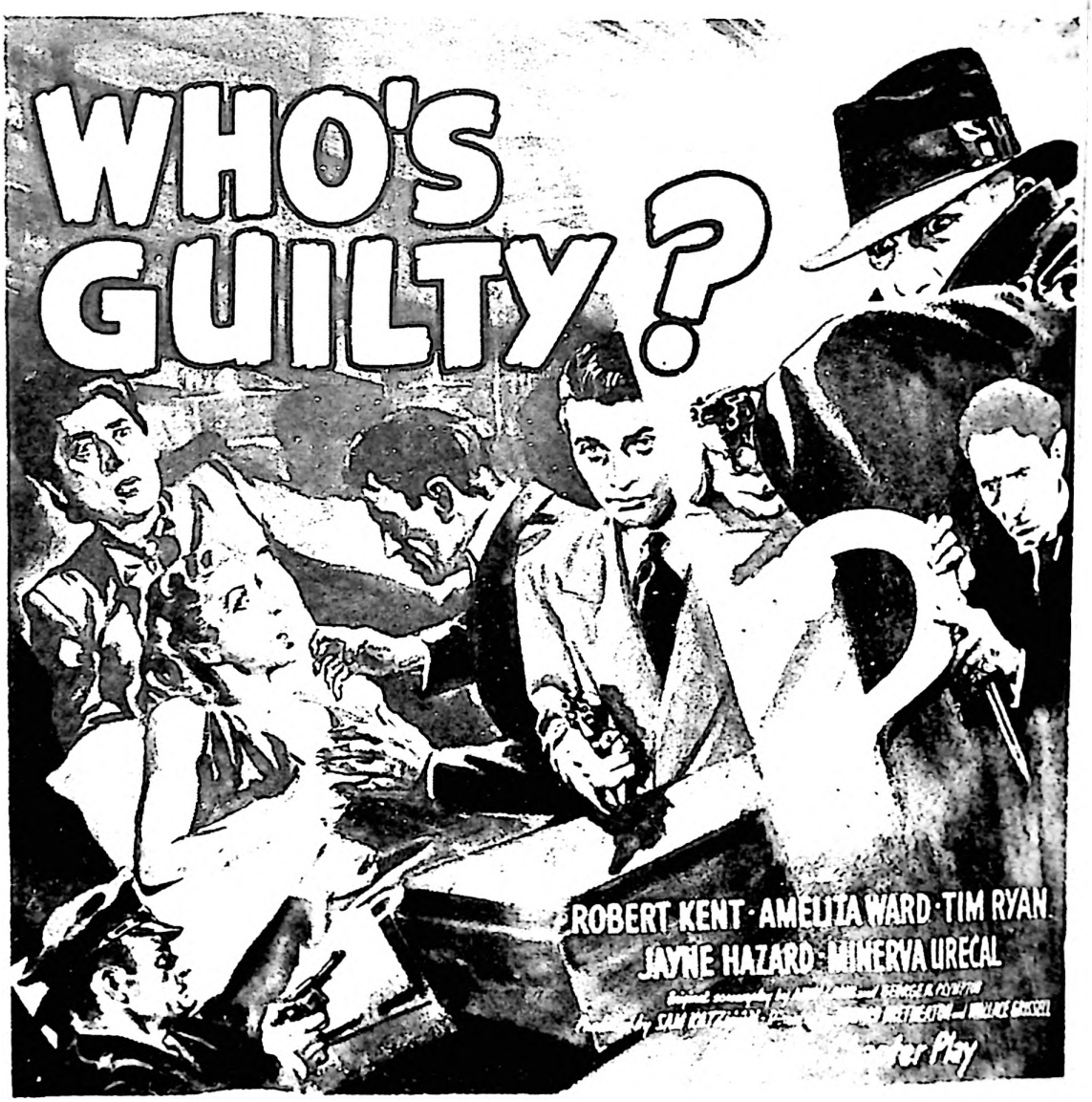
CHAPTER TWELVE
LIGHTNING UNDERGROUND

Surviving the motorcycle crash, Jack Ryan finds that enemy agent Herman is dead after the collision. Brant, meanwhile, has trailed other Nazi henchmen to the Orotron laboratory. With Janet Lowe, Brant enters the building. Warned of Brant's approach, "The Master Key" arranges to have an electrical flame-trap set in motion. Groping his way through the dark passageways leading to the underground laboratory, Brant is suddenly engulfed in a roaring inferno.

CHAPTER THIRTEEN
THE LAST KEY

Miraculously saved when he grounds the electrical current of the terrible flame-trap, Tom Brant is joined by Janet Lowe. Through finger-prints, Brant and Janet discover that Dorothy Newton is

the real "Master Key." She had been directing her associates by using a mysterious voice instrument. "The Master Key" with one of her henchmen tries to escape but their getaway plane explodes in mid-air after its take-off. Afterward, Janet's city editor, in praising the work of Migsy and Janet's other youthful helpers, makes them all junior reporters.



THE MONSTER AND THE APE
A COLUMBIA SERIAL (1945)

Directed by HOWARD BRETHERTON

Screen Play by SHERMAN LOWE
ROYAL K. COLE

Cast:

Ken Morgan	Robert Lowery
Ernst	George Macready
Prof. Arnold	Ralph Morgan
Babs Arnold	Carole Mathews
Flash	Willie Best
Nordik	Jack Ingram
Flint	Anthony Warde
Butler	Ted Mapes
Mead	Stanley Price
Blake	Eddie Parker

CHAPTER ONE
THE MECHANICAL TERROR!

At the Bainbridge Research Foundation, Professor Ernst is proudly shown the Metalogen Man, a robot, by Professor Arnold, its inventor, who then goes to meet Ken Morgan, representative of a large company for whom the robot was manufactured. Morgan, Arnold and his daughter, Babs, return to the laboratory to find the robot stolen. At Ernst's home, Ernst manipulates the control panel which makes the robot seize Morgan and hurl him bodily into a gigantic electronic energizer!

CHAPTER TWO
THE EDGE OF DOOM!

Morgan fortunately lands on an insulated mat, and is safe. Ernst learns of a supply of metalogen needed for the robot at the Graystone Museum. He and Thor, Ernst's trained ape, are about to make off with the precious metal. Morgan follows the fleeing killer. In the mad race, Morgan is tricked and his car plunges over a steep embankment!

CHAPTER THREE
FLAMES OF FATE!

At his hiding place, Ernst finds the stolen cans do not contain metalogen. Morgan, miraculously unhurt, learns that the real meteoric metal has been hidden. In the interim, Arnold and Babs have been made prisoners; Ernst learns from Arnold where the metalogen is hidden. He leaves with his henchman, Blake. Fighting it out with thugs, Morgan land unconscious on a conveyor belt which carries him into a flaming brick oven.

CHAPTER FOUR
THE FATAL SEARCH!

Morgan comes to in time to kick open the oven doors and free the others. Obtaining the metalogen, Ernst returns home. When Arnold uses a radio detector to trace the missing metal, Blake informs Ernst who transfers the metalogen to his old workshop. Morgan enters the deserted building alone. Wild shots hit a drum marked

"Explosive-Danger," and there is a loud explosion!

CHAPTER FIVE
ROCKS OF DOOM!

Before the explosion occurs, Morgan jumps through the window. A geologist, Dr. Draper, who has invented a detector to locate meteorites containing metalogen buried in the earth, agrees to help. But Ernst visits the scientist, locks him in a closet, steals his credentials and, disguised as Draper, lures Morgan to a large stone quarry. Thor starts an avalanche of rocks and earth; Morgan is trapped!

CHAPTER SIX
A FIEND IN DISGUISE!

Morgan throws himself under a small crevice, escaping the avalanche. The search for the missing metalogen leads him to a paint factory where, in a wild fight among Morgan and two Ernst men, Flint and Butler, the detector is smashed. As Morgan and Flint battle on a catwalk above a paint vat, Butler starts a fire. The robot appears, and traps Morgan on the catwalk over the flaming inferno.

CHAPTER SEVEN
A SCREAM IN THE NIGHT!

Morgan succeeds in pulling himself to safety. Slipping around the monster, he disconnects a metalogen disc, without which the robot cannot

work. It is helpless. Morgan finds that the real Dr. Draper has been in a hospital following Ernst's attack. Babs is at the lab working when Thor, the ape, comes in and chokes her!

CHAPTER EIGHT
DEATH IN THE DARK!

Nordik stops Thor from killing Babs, steals the robot and the metalogen disc. While they are returning to Ernst, the ape gets away. He is subdued by Morgan who turns him over to the police and has it announced in the papers that Thor is at the laboratory. Babs is made prisoner. Morgan is captured by Ernst, and locked in the basement. The walls close in on Morgan!

CHAPTER NINE
THE SECRET TUNNEL!

Police arrive in time to save Morgan and free Babs. Morgan finds a map with queer markings which he finally works out as being the rooming house and a paint factory. He goes there. The robot knocks Morgan senseless and his enemies set off a charge of explosives that buries Morgan alive!

CHAPTER TEN
FORTY THOUSAND VOLTS!

Morgan recovers from the robot's blows in time to escape the debris. Coming upon the robot, he disconnects the metalogen disc; the monster collapses. Morgan takes the disc and also some

rocks he plans to have analyzed. He is knocked in the path of the electrocuting currents as Ernst throws the switch!

CHAPTER ELEVEN
THE MAD PROFESSOR!

When Morgan fails to reappear, one of the policemen waiting for him outside comes in. He shuts off the machine. Later, Ernst sends a henchman to get a job with Morgan's workmen at the tunnel. The man deliberately sets off a charge, injuring several men, and then says he will show Morgan where the control unit for the robot is if the latter puts in a good word for him with the police. At Ernst's house, Morgan is plunged into a deep well.

CHAPTER TWELVE
SHADOWS OF DESTINY!

After climbing up the rock wall of the well, Morgan escapes. Ernst learns that the metalogen is to be sent in an armored truck to a bank vault. With his short wave set, he pretends to be the vault manager, and tells the driver to take this cargo to the brick works. While searching for the missing truck, Morgan's cab is totally wrecked by a large truck which collides with it!

CHAPTER THIRTEEN
THE GORILLA AT LARGE!

Luckily, Morgan and the taxi driver are unhurt. Ernst discloses his plan to manufacture the robots

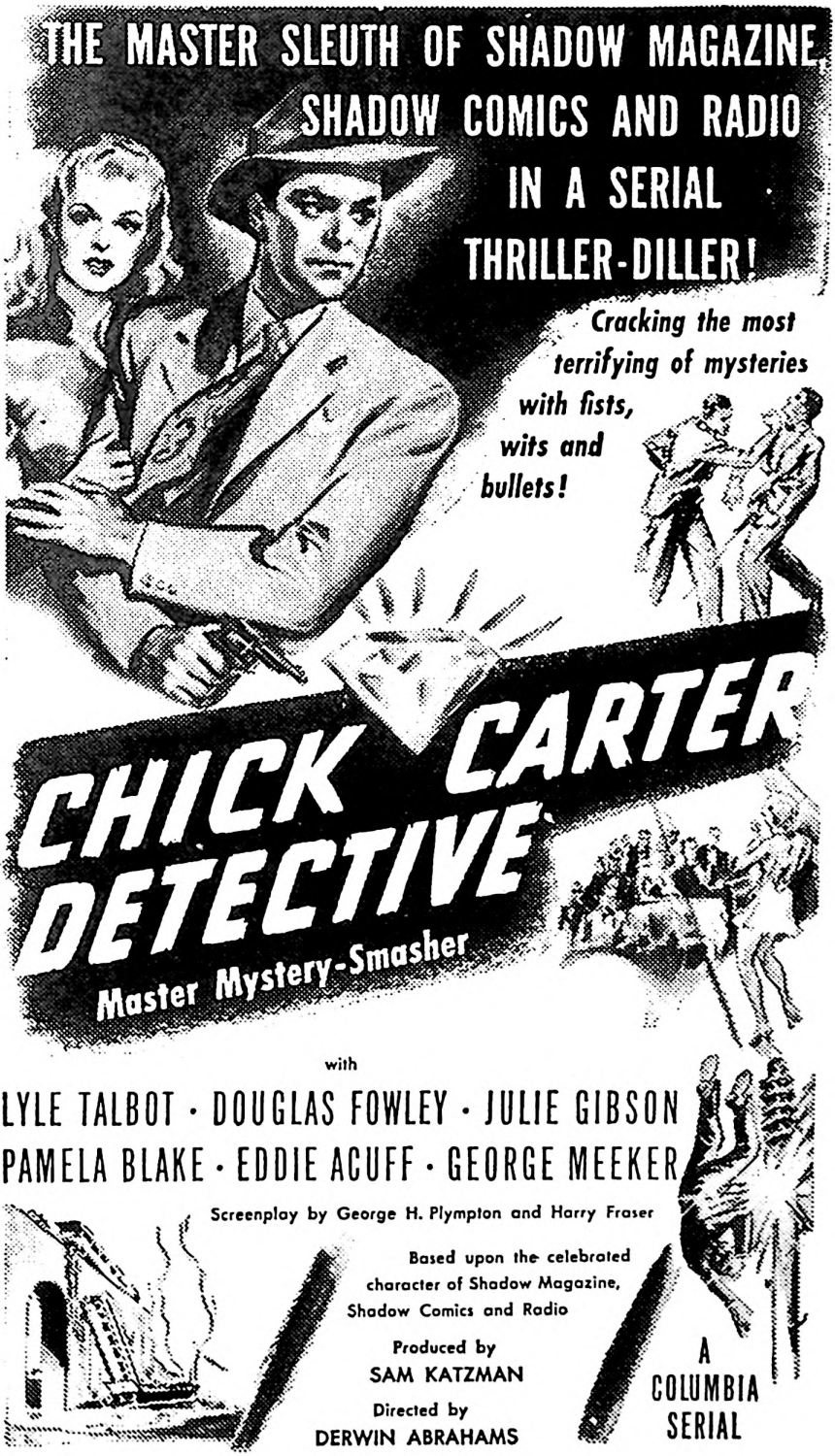
in a foreign country. Butler, captured by Morgan, frees himself and warns Ernst that Morgan is on his trail. Ernst and his men escape, leaving Thor to "take care" of Morgan.

CHAPTER FOURTEEN
HIS LAST FLIGHT!

Arnold comes into the room in time to kill Thor and save Morgan. Later, again using his detector to find the metal, Arnold is taken prisoner by Ernst's thugs. Morgan finds Ernst's henchmen have already started for the West Coast with the metals; Morgan charters a plane and gives chase. Army anti-aircraft batteries open up on the planes flying without authorization. There is a direct hit. The plane explodes.

CHAPTER FIFTEEN
JUSTICE TRIUMPHS!

Morgan bails out of his stricken plane before the explosion; the other plane crashes, carrying its passengers and the precious metalogen to destruction. Babs and Morgan free Arnold and learn of Ernst's new destination, the airport. A chase ensues. In seeking to shake the police cars, Ernst topples off a high embankment, taking the robot with him to doom.


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Screenplay by Joseph O'Donnell, Patricia Harper Original Story by Joseph O'Donnell, Harold C. Wire
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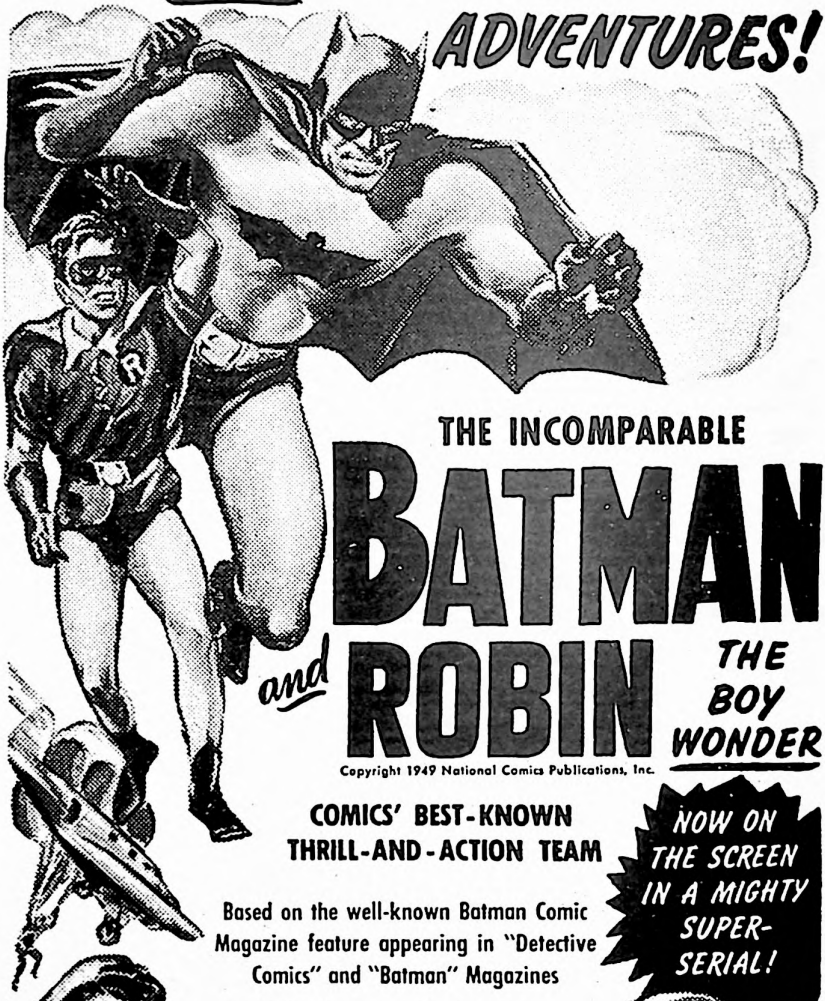
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A COLUMBIA SUPER-SERIAL

THE MYSTERIOUS MR. M
A UNIVERSAL SERIAL (1946)

Directed by LEWIS D. COLLINS
VERNON KEAYS

Screen Play by JOSEPH F. POLAND
PAUL HUSTON
BARRY SHIPMAN

Cast:

Kirby Walsh	Richard Martin
Shirley Clinton	Pamela Blake
Grant Farrell	Dennis Moore
Marina Lamont	Jane Randolph
Derek Lamont	Danny Morton
Grandma Waldron	Virginia Brissac
Anthony Waldron	Edmund MacDonald
Shrak	Jack Ingram
Donniger	Joe Haworth
Wetherby	Byron Foulger
Dan Blair, Capt.	Joseph Crehan
Jim Farrell	William Brooks

CHAPTER ONE
WHEN CLOCKS CHIME DEATH

Grant Farrell, federal investigator, is called upon by civic authorities to assist Kirby Walsh, a local plainclothesman, in solving the disappearance of Dr. Kittridge, noted submersible inventor. The famed scientist is placed under a hypnotic spell by Anthony Waldron, gang leader, and the injection proves fatal before Kittridge can divulge any information about his underseas invention. Farrell, in search of an important clue, faces death with his

brother, Jim, as the latter's industrial plant is blown to pieces.

CHAPTER TWO
DANGER DOWNWARD

Grant Farrell, the federal investigator, temporarily overcome by smoke in the burning factory, manages to rescue his brother, Jim. Mrs. Waldron, mother of Anthony, the notorious gang leader, offers a huge reward through her attorney, Mr. Wetherby, for the arrest of Mr. M. Waldron's thug, Derek, informs the officers of Mrs. Waldron's liberal reward. Hot on the trail of mobsters who had drugged his brother, Jim, Farrell pursues a gang of criminals into a garage where his car is careened into an elevator shaft.

CHAPTER THREE
FLOOD OF FLAMES

Federal detective Grant Farrell rolls to safety as his car is destroyed in the shaft. He and the insurance investigator, Shirley Clinton, query Grant's striken brother and learn of an important clue at a nearby oil field. Two thugs beat the intrepid pair to the oil refinery and get the clue. These henchmen of mobster Anthony Waldron prepare an ambush and as the investigators enter the field office, they release a trap which dynamites the large oil storage tanks.

CHAPTER FOUR
THE DOUBLE TRAP

Federal detective Grant Farrell and insurance investigator Shirley Clinton escape death in the burning refinery to learn that Farrell's brother has become Mr. M's victim. The federal sleuth employs a ruse to lure Mr. M's gangster, Derek, to an industrial plant on the belief he will gain access to an important portion of a secret submarine engine. Derek is challenged by Farrell and the two become engaged in a fight for life. The gangster escapes when a fire is started by his confederate who struggles with Farrell as the plant becomes a blazing inferno.

CHAPTER FIVE
HIGHWAY EXECUTION

A gangster is killed in the flames as Grant Farrell, a federal investigator, leaps to safety. Shirley Clinton, an insurance company sleuth who learns of the existence of an electronic ear, falls into the hands of thugs connected with gangster Anthony Waldron. Henchman Donniger steals the sensitive ear-pieces and is pursued by Farrell and another investigator. As the pair of sleuths are about to overtake the fleeing gangster, burning and exploding high tension towers block their path.

CHAPTER SIX
HEAVIER THAN WATER

Grant Farrell, the federal investigator, swings his car from the highway to escape destruction by the falling high tension towers. He and Grant Walsh, a local plainclothesman, escape uninjured.

Walsh falls into the hands of gang chief Anthony Waldron and his cohort, Derek. They hold the plainclothesman hostage in their huge mansion. Farrell, in an exciting chase, plunges from a waterfront road as his car careens. He faces certain drowning.

CHAPTER SEVEN
STRANGE COLLISION

Federal man, Grant Farrell, fights his way free from his car and swims to safety. Gangster Anthony Waldron places the electronic ear in the eardrum of the drugged Kirby Walsh, a local detective. While still under the influence of the drug, hypnotrene, Walsh is ordered to ransack the home of Attorney Wetherby. Insurance investigator, Shirley Clinton, gets a bus which is spotted by thugs in a plane. They force her speeding vehicle from the desert road.

CHAPTER EIGHT
WHEN FRIEND KILLS FRIEND

Federal agent Grant Farrell arrives to assist the insurance investigator, Shirley Clinton, but gangster Donniger manages to escape with the prized submarine generator. Lawyer Wetherby is mysteriously summoned as mouthpiece for Shrak, following the theft of the underseas generator. The attorney, however, refuses to defend Mr. M's disciple. Farrell and Kirby, a local detective on the case, exchange gunfire when the latter, under the influence of Mr. M's hypnosis, attempts to free three of the ring-leader's henchmen.

CHAPTER NINE
PARACHUTE PERIL

A cigarette lighter which deflects the bullets prevents federal agent Grant Farrell from receiving serious wounds during his gun duel with his drugged co-investigator, Kirby Walsh. The latter recovers from his hypnosis, and gives false information to Mr. M's vicious henchmen. Farrell conceals himself aboard a plane, bearing a minature of the submarine, and engages a gangster in battle for its possession. He is forced to parachute and his line of descent leads directly into the path of an express train.

CHAPTER TEN
THE HUMAN TIME-BOMB

Federal agent Grant Farrell recovers from his parachute jump in time to throw himself clear of the oncoming express train. Mobster Derek is placed under a hypnotic spell by gang leader Anthony Waldron and is ordered to direct Farrell to a deserted house on the outskirts of the city. In search of a mysterious carburetor, the pair remove the lid of a trunk causing the deserted homestead to erupt in a mass of flames.

CHAPTER ELEVEN
THE KEY TO MURDER

Gangster Derek is killed in the blaze which envelops the deserted house. Local investigator Kirby Walsh arrives at the scene of destruction in time to rescue his co-worker, federal agent Grant Far-

rell. Mrs. Waldron is informed of Derek's death, and Marina, the victim's sister, accuses gang leader Anthony Waldron of cold-blooded murder. Pretty investigator Shirley Clinton and Farrell are trailed to a waterfront hideout where they are trapped in a blazing inferno.

CHAPTER TWELVE
HIGH-LINE SMASH-UP

Local detective Kirby Walsh arrives in time to rescue his co-investigators from the blazing waterfront warehouse. Gangster Anthony Waldron, fearing capture by police, orders his mother to dispose of her holdings. Her attorney, Mr. Wetherby, objects to this move, but Mrs. Waldron, still under the influence of hypnotrene, insists upon the disposal of her property. Kirby and insurance investigator Shirley Clinton are attacked in a giant transport and their lives are endangered when Miss Clinton attempts to land the huge aircraft.

CHAPTER THIRTEEN
THE REAL MR. M

Insurance investigator Shirley Clinton manages to land the huge aircraft with the aid of federal agent Grant Farrell who guides her to safety from the control tower. Miss Clinton contacts Mrs. Waldron who satisfies the insurance company investigator that gangster Anthony Waldron is the much-sought notorious gang leader. Waldron commandeers a huge submarine in order to escape police custody when the real Mr. M puts in his appearance. The submarine is bombed from the air by a

seaplane flown by Miss Clinton and Farrell.



THE MYSTERIOUS PILOT
A COLUMBIA SERIAL (1937)

Directed by SPENCER GORDON BENNET

Screen Play by GEORGE ROSENER
GEORGE M. MERRICK

Cast;

Jim Dorn	Frank Hawks
Jean McNain	Dorothy Sebastian
Kansas	Rex Lease
Bergelot	Guy Bates Post
Snowden	Kenneth Harlan
Luke	Yakima Canutt
Yoroslaf	Frank Lackteen
Casper	Robert Terry
Fritz	George Rosener
Martha	Clara Kimball Young
Soft Shoe	Harry Harvey
Kilgour	Tom London
Carlson	Ted Adams
Jerry	Earl Douglas
Boyer	Robert Walker
McCarthy	Roger Williams
Vivian McNain	Esther Ralston

CHAPTER ONE
THE HOWL OF THE WOLF

Jim Dorn, mapping the Canadian wilds for the Royal Canadian Air Force, is encamped near the Titan Pass railroad station. His pal, Kansas Eby, a "Mountie" flyer, drops in on his way to police a dance. Papa Bergelot, station master at Titan Pass, orders a freight train to make for a siding to

let the Transcontinental pass with Carter Snowden's private car. On the train, Jean McNain, Snowden's guest, overhears a stranger accuse Snowden of Murder. Alarmed, she slips off the train at Titan Pass and runs into the woods. As the freight climbs a grade, a coupling breaks. The runaway cars roll back. They crash into the oncoming Transcontinental. Many are killed but Snowden escapes. The stranger is found dead, mysteriously shot through the head. Snowden's plane, in the hands of his gangster pilots, Kilgour and Carlson, has been trailing the train. It rushes Snowden and his bodyguard, Softshoe Cardigan, to a lodge near Titan Pass where he orders an immediate search for Jean. She, guided to Dorn, persuades him to fly her to a remote spot where her father is prospecting. Dorn's Silver Hawk is followed by the gangster plane. He momentarily throws them off the trail by trick flying. Then, descending at the cabin, he finds it deserted. Jean confesses she lied to flee from Snowden. As the gangster plane sweeps down, threatening death, Dorn finds himself unexpectedly hurled into an intricate web of murder, mystery and intrigue.

CHAPTER TWO
THE WEB TANGLES

Linking the murder in the private car with Jean's flight, headquarters order Kansas and Casper, another flying mountie, to bring her in. Unaware she is a murder suspect, Jim Dorn believes Jean's story that she must hide at the cabin. When he promises to bring her supplies, she insists he take her diamond bracelet to pay for them. Snowden is anxious to keep the girl from the police and get her back.

in his own power. He suspects she will pawn her jewelery for funds, so sets a watch at all the near-by towns. Leaving his Silver Hawk at his base camp, Dorn takes a land plane to St. Andrews. Snowden's henchman, Soft-Shoe Cardigan, spots him when he pawns the bracelet. He offers Dorn $10,000 if he'll reveal Jean's whereabouts. A terrific fight ensues. Dorn escapes. Racing town police to his plane, he takes off. His plane is signaled to the flying Mounties as a fugitive, and Kansas, his pal, pursues it without knowing whom he is chasing. Dorn escapes by flying through a narrow pass into a dangerous mountain chasm, but vicious currents suck at the ship and it disappears in a spin.

CHAPTER THREE
ENEMIES OF THE AIR

Jim Dorn pulls his plane out of its spin just in time, and climbs up out of the gulch. Kilgour is angered to find that the Mounties had been brought into the matter. He has the charges against the fugitive plane withdrawn. The pursuing Mounties believe, however, that their man has already crashed to his death. The Mounties come down at the Lost River Dutchman's Trading Post to refuel. Snowden is there enlisting the Dutchman's aid in locating Jean and learns that the Mounties already link him with the missing girl. The Dutchman, despite his wife's opposition, promises to help Snowden. Martha distrusts Snowden and prays that Jean die rather than fall into his hands. Snowden makes a personal call on Dorn, the flier, who seems to have more lives than a

cat, and incites him to fight. With the aid of Papa Bergelot, Dorn whips Snowden and Softshoe. The latter, pretending remorse, gives Dorn a letter to Jean supposedly asking her forgiveness. As Dorn takes off to fly to Jean he sees Snowden's plane following. He loops back and engages in a duel of daring aerial maneuvering, which ends when he knocks the tail off Snowden's plane and sends it down spinning.

CHAPTER FOUR
IN THE HANDS OF THE LAW

Snowden's pilots save themselves by bailing out as their out-manoeuvered plane crashes, and Jim Dorn flies off in his Silver Hawk to join Jean at her cabin hideaway. Instead of Jean, he finds the Mounties there. His pal, Kansas, is forced to put him under arrest for aiding the escape of a girl suspected of murder. Jean, meanwhile, had gone to the Dutchman's trading post to send a letter to her stepmother. She tells Fritz and Martha where she is hiding. On her return to her cabin, Sergeant Casper is waiting to arrest her. Yoroslaf appears, however. He knifes the Mountie, then forces Jean into his canoe to go to her arch-enemy, Snowden. They are seen by an old Indian, Luke, sent by Papa Bergelot to be a watchdog for Jean. He leaps on the canoe from an overhanging tree and, while Jean swims ashore, lashes the water in a fierce struggle with Yoroslaf, whom he finally stabs. Dorn returns to Jean's cabin, finds Casper wounded, and flies him to the Dutchman's trading post. As they are wondering who stabbed him, Jean appears wet and bedraggled at the door

and says, "I think I can answer that."

CHAPTER FIVE
THE CRACKUP

Jean tells the group around the wounded Mountie how Yoroslaf threw the knife and how, later, the old Indian rescued her. She assures Dorn she knows nothing of the train murder she is suspected of. As the plane of Kansas flies down to the trading post, Dorn sends Jean to hide in his own plane, the Silver Hawk. Snowden in his speedboat picks up the wounded Yoroslaf, clinging to his canoe. Carlson is ordered to take the canoe and go to the trading post to seek the girl again while Snowden takes the wounded man to his lodge. When Kansas reports his buddy now missing as well as the girl, Dorn tells how he brought Casper in for treatment and takes him to the injured Mountie. They hear a plane motor starting and rush out to see Carlson making off with Jean in Dorn's plane. Dorn and Kansas, following in the Mountie's plane, see the Silver Hawk crash in a wilderness. Dorn bails out and finds the Snowden henchman unconscious and Jean badly shaken. He leaves her in a trapper's cabin in old Luke's care and decides to seek out Snowden and find out why he is pursuing the girl. Just as Snowden assembles a gang of unscrupulous woodsmen to find Dorn, the latter walks in - into a trap.

CHAPTER SIX
THE DARK HOUR

When Jean learns that Dorn has gone to confront

her enemies she determines to leave her new hiding place. Neither Dorn nor Snowden can worm any information from the other. Dorn is forced into a free-for-all fight with Snowden's human wolves, and is overpowered, bound, and imprisoned under the lodge. At Dorn's old camp Jean finds Kansas, who drops his suspicions for the moment to go with her to Dorn's rescue; Luke and Papa Bergelot following them. Snowden gives his men their orders, then drops from sight. When Kansas and the girl appear, one of Snowden's men slugs the Mountie, and another seizes Jean and races away with her in a speedboat. Meanwhile, Luke and Bergelot, working independently, rescue Dorn from the lodge cellar. A strange plane taxis up piloted by Jerry, an old war buddy of Dorn's. It is to be delivered to Snowden. Dorn gets Jerry to pursue the boat. Dorn lowers himself from a rope to rescue Jean.

CHAPTER SEVEN
WINGS OF DESTINY

Jean, in the speeding boat, tries to prevent Kilgour's shooting at Dorn and is knocked into the lake. Dorn, dangling beneath the pursuing plane, drops into the boat and knocks Kilgour overboard. Then he circles the boat and picks up Jean. She insists that he take her to police headquarters, to clear both of them. Jean tells what she knows of the train murder and of Yoroslaf's knifing the Mountie, Casper. The Mountie commander places her in Dorn's care, and the latter flies her back to her original cabin hideout. Snowden is enraged because Dorn for the third time has rescued the

girl. He orders the flier's capture. When Dorn returns to his camp he is slugged by two of Snowden's men and left unconscious in a blazing tent. Meanwhile, Dorn's Indian friend, Luke, has been captured by Yoroslaf, who takes him to Wolf Rock to be tortured into revealing Jean's whereabouts. Kansas is looking for Yoroslaf for his murderous attack on the Mountie, Casper, when from the air he apots the blazing tent in which Dorn is unconscious.

CHAPTER EIGHT
BATTLE IN THE SKY

Jim Dorn revives near his blazing tent and resumes his battle with the backwoodsmen who seek his capture to learn Jean's whereabouts. He overcomes one as Kansas swoops down from the air. Learning of the capture of Indian Luke, they leave Papa Bergelot to put out the fire. Snowden tells the police he didn't know a stranger was on his private car until the man was found murdered. He declares he is trying to protect Jean as a friend, and that Yoroslaf's attack of the Mountie and Carlson's theft of the plane were to protect the girl from enemies. Yoroslaf has tied heavy stones to Luke's feet and is ready to let him slide into a stream above a dangerous waterfall because he refuses to reveal Jean's secret, when Dorn and Kansas arrive. Dorn and Yoroslaf struggle, rolling into the stream. On the rim of the falls Dorn knocks Yoroslaf out and drags him ashore. They take their prisoner in the canoe back to the planes. Kilgour, informed of the arrest, distracts the attention of the Mounties and gets away with Yoroslaf

in a plane. Dorn and Kansas follow in another plane. A desperate machine-gun battle is fought in the sky, with both planes going in a tailspin towards the ground.

CHAPTER NINE
THE GREAT FLIGHT

Both planes level out of their spins, the Silver Hawk with a punctured gas tank and Kilgour, in the gangster's plane, with a shoulder wound. They land seeking medicine and approach the cabin in which Jean is hiding. She is ready to defend herself with a rifle, but Yoroslaf enters through a rear window and surprises her. When the men quarrel over who will deliver her to Snowden, Kilgour knocks Yoroslaf down and takes off with her in the plane. Aloft with Kilgour, the girl turns the machine gun on him and orders him to fly the plane to its real headquarters. He tries to climb into the after cockpit, when a lurch of the plane throws him out. The girl climbs forward and as she fumbles with the controls, the plane dips wildly. This erratic flying is noticed by Dorn and Kansas on the ground and they go up in the repaired Silver Hawk to investigate. Recognizing Jean, Dorn motions her to put on the earphones. Then he radios her instructions that enable her to get the ship on an even keel. Turning the Silver Hawk's controls over to Kansas, Dorn begins a perilous descent down a rope in an effort to switch to the girl's plane.

CHAPTER TEN
WHIRLPOOL OF DEATH

As Kansas manipulates the Silver Hawk, Dorn drops into the runaway plane. They find themselves over a forest of giant trees, but spot a lumber camp. Under Dorn's directions Jean is able to bring the plane down on the mill pond. Jean explains she wanted to come here to meet her stepmother, with whom she owns the lumber company. Everything is ominously quiet at the camp although a big order is supposed to be in progress. If not delivered on time a bond will be forfeited that will ruin the concern. Jerry, Dorn's old flying pal, is there and explains he flew up to bring Carlson, the new foreman. Jean is informed by her stepmother, Vivian McNain, that she is selling out her interest to Snowden. When Jean orders the men back to work, promising a bonus, the order is countermanded by Carlson. Jean sets out to confront Snowden, who is at a nearby hotel. As the Silver Hawk, which Kansas had flown off after the mid-air transfer, flies toward the lumber camp, thugs hired by Carlson waylay Dorn. They tie him to a log, then send him crashing down a flume into the death-laden stream.

CHAPTER ELEVEN
THE HAUNTED MILL

Kansas, flying in the Silver Hawk, spots Dorn tied to the log in the river. He flies too low and crashes in the trees, but is thrown into the stream and manages to release his friend. They repair the plane, which is not badly damaged. Snowden persuades Vivian McNain, Jean's stepmother, to take her out of the country. To win Jean's confidence Vivian pretends she's called off

the deal to sell her share in the lumber company to Snowden. Jean suspects a new plot in this. The lumberjacks who waylaid Dorn believe him dead, so Carlson tells them to go after the girl. Snowden calls off his order for her capture, but when he learns Dorn is still alive he changes his mind. Returning to the millpond with Kansas, Dorn meets Jean and learns that Snowden is at the camp. Dorn asks Jean to marry him. She says there is something in her life that prevents it, but promises to explain the mystery later. As they start to fly to the Lost Dutchman's trading post a terrific storm comes up. They land on a lake to seek shelter in a deserted mill. Dorn sends the girl ahead as he makes the plane fast. Yoroslaf, from whom the girl escaped after he had stabbed a Mountie to seize her, is lurking behind the mill door as she enters.

CHAPTER TWELVE
THE LOST TRAIL

When Yoroslaf notices there's someone with Jean he climbs to the loft of the deserted mill to watch. Sheltered from the storm, Jean tells Dorn that in two weeks Snowden will give up his search for her, adding that he is trying to get her in his power for political reasons. Yoroslaf crashes down through the rotten ceiling and Dorn struggles with him in the dark. Jean shoots Yoroslaf as he is about to knife Dorn. They tie their prisoner and Dorn goes to his plane and radios headquarters to pick up the man. Then Jean and Dorn light a fire, make themselves comfortable, and wait. Making their way in a canoe down the storm-lashed river come Bover

and McCarthy, fugitive lumberjacks who slugged Dorn at the camp. Their canoe hits a rock and they are thrown out. On foot, they welcome the deserted mill as a place to hide. When the Mounties arrive to pick up Dorn's prisoner they find the place virtually wrecked. There are bullet holes in the wall, blood on the floor, and shreds of torn clothing. But there is no one there, alive or dead.

CHAPTER THIRTEEN
THE NET TIGHTENS

Casper and his fellow Mountie find no clues in the wrecked mill so take to the air to reconnoiter the woods. As newspapers reveal that police are closing in on Snowden and his racketeers, some of the gang decide to flee. Knowing that Snowden must be able to produce the girl to prove his innocence of charges against him, Softshoe obtains his check for $30,000 on promise to deliver Jean that night at the Dutchman's trading post. Softshoe is then guided by Boyer to the Devil's Kitchen, where he and others of the gang had taken Dorn and Jean from the wrecked mill. Snowden himself gets a plane to go to the trading post rendezvous. The Mounties fly over the hidden spot where the couple is held prisoner. With the girl's pocket mirror, Dorn flashes signals seen from the air, whereupon Casper and his companion land their plane and make their way by foot to Devil's Kitchen. They surprise the backwoods gang, and after a desperate fight, are getting the upper hand when McCarthy grabs Casper's gun and shoots point blank at him.

CHAPTER FOURTEEN
VENGEANCE RIDES THE AIRWAYS

As Casper leaps at McCarthy, the latter's bullet catches Yoroslaf and sends him crashing off the rock to his death. Dorn, freed by Jean, joins the Mounties in the desperate hand-to-hand struggle. Finally, another blackguard is slain and McCarthy taken prisoner. Dorn flies him to headquarters, after dropping Jean at the Dutchman's trading post. Jean tells the Dutchman and his wife she intends to tell Dorn her secret - how Snowden tricked her into marrying him to draw himself some of the political prestige of her father; how she fled when she heard him blamed for the suicide of a rancher's daughter; and how Snowden needs her at his side to win election to a coveted office. Softshoe and Boyer, finding their captives freed from the Devil's Kitchen hideout, decide to meet Snowden anyhow and stall him. Boyer, proposing to get away and cash the $30,000 check Snowden gave them, is toppled off a cliff by Softshoe. Brought in to headquarters by the Mountie, Kansas, Boyer offers to tell all he knows of the plot against Jean, and when Kansas and Dorn hear that Snowden is going to the trading post they fly there prepared for action. At the post Snowden lures Jean into his transport plane by a message that Dorn is hurt, then flies off with her.

CHAPTER FIFTEEN
RETRIBUTION

Kansas and Dorn learn of Jean's abduction and pursue Snowden's big transport plane in a thrilling chase through the skies. As they overtake and try

to force it down, they are attacked by Snowden's henchman, Carlson, in the pursuit plane. In an aerial battle Kansas and Dorn crash Carlson in flames. Snowden's pilot becomes panicky, and in a frenzied effort to land the transport ship is thrown out. The big plane swerves crazily under Softshoe's attempts at piloting. Snowden hits Softshoe over the head and the plane lurches, goes into a spin, crashes and bursts into flames. Dorn bails out of the government plane, but his chute is carried by a high wind far from the burning ship and entangled in trees. Softshoe, blinded and crazed by the flames, staggers off and reaches Dorn, who manages to release himself from his chute. They start together in search of water. In his madness, Softshoe plunges from a cliff and is swept away below. Indian Luke, paddling up stream, finds Jean, who has dragged herself from the wrecked plane. They see Dorn stumbling blindly along the cliff calling for Jean, and rescue him from the brink. Kansas finds Snowden dying in the plane wreck, and hears him confess he killed the stranger on the private car. Jean nurses Dorn until he recovers his eyesight, and their happiness with each other then is assured.



MYSTERY OF THE RIVERBOAT
A UNIVERSAL SERIAL (1944)

Directed by RAY TAYLOR
LEWIS D. COLLINS

Screen Play by MAURICE TOMBRAGEL

Cast:

Steve Langtry	Robert Lowery
Jug Jenks	Eddie Quillan
Celeste Eltree	Marion Martin
Jenny Perrin	Marjory Clements
Rudolph Toller	Lyle Talbot
Clayton (Paul Duval)	Arthur Hohl
Captain Perrin	Oscar O'Shea
Batiste	Francis McDonald
Napoleon	Mantan Moreland
Charles Langtry	Eddy C. Waller
Herman Einreich	Ian Wolfe
Dr. Hartman	Byron Foulger
Jean Duval	Earle Hodgins
Bruno Bloch	Anthony Warde
Chief Engineer	Alec Craig
Police Chief Dumont	Cy Kendall
Craig Cassard	Dick Curtis
Pierre	Jay Novello
Louis Schaber	Joe Devlin

CHAPTER ONE
THE TRAGIC CRASH

The story opens with Herman Einreich making an offer to the Langtry-Perrin-Duval families for a parcel of swamp land in the bayou country which

he knows to contain oil deposits unknown to them. Einreich boards the steamboat, Morning Glory, for Duval's Landing. The boat is skippered by Capt. Ethan Perrin and on board are the Captain's daughter, Jenny, Steve Langtry, Toller, Bloch and Schaber, a foreign faction interested in the land, and a bearded mystery man, Clayton. Clayton, really the renegade Paul Duval, feels his brother, Jean, has cheated him and is returning home to get even. Steve tangles with Einreich's henchman on the latter's shanty-boat, and is attacked with a knife. As Captain Perrin's steamboat nears New Orleans, Einreich slugs Perrin, takes over and rams the steamer into the shanty, reducing it to splinters.

CHAPTER TWO
THE PHANTOM KILLER

Steve jumps overboard in time to escape the collision, but the shanty-boater loses his life, apparently. Perrin and his daughter, Jenny, help Steve try to learn who wanted him out of the way. Jenny discovers Einreich murdered in his cabin, and screams as a masked gunman steps behind and chokes her. Steve tangles with her assailant, goes over the rail, and is caught, helpless in the paddle-wheel.

CHAPTER THREE
THE FLAMING INFERNO

Napoleon, a Negro steward, fishes Steve out of the water, saving his life. Removing his mask, the gunman who hurled Steve overboard after choking

Jenny Perrin into unconsciousness, is revealed as Clayton. Clayton is really Paul Duval, renegade son of an old Louisiana family. Jenny overhears Clayton and a trapper named Batiste plotting to fire the ship's gasoline tanks. Forgetting her jealousy at seeing Steve in the company of Celeste Eltree, entertainer, she warns him. Steve attacks Clayton, but the latter clubs him and Jenny, sets the boat on fire and rows away.

CHAPTER FOUR
THE BRINK OF DOOM

Once again Napoleon comes to the rescue as he pulls the pair to safety. Jug Jenks, vaudeville juggler, overhears a conversation between members of a gang headed by Toller in regard to swampland at Duval's Landing, jointly owned by Steve's family, Captain Perrin and Clayton's family. He is reporting it to Steve when he is shot down from outside the cabin. Desiring the land because of its nitrolene deposits, the Toller outfit kill the engineer, tie up Steve, Perrin and Jenny, raise the steam pressure to full force, and escape.

CHAPTER FIVE
THE HIGHWAY OF PERIL

Steve, Captain Perrin and Jenny Perrin are rescued from death by Napoleon, the steward. At Duval's Landing, Steve warns Jean Duval against selling his interest in the swampland, containing nitrolene. Duval tells him to mind his own business, but, determined to persuade him to retain his property, Steve rents a car and follows Jean home. Mean-

time, Clayton, who is really Jean's brother, and the Toller outfit are also headed separately in the same direction. To reach there first, Clayton and his accomplice, Batiste, place a tree barricade across the road. Steve sees the tree too late to stop. His car skids crazily, plunges over a cliff and bursts into flames, trapping him and Napoleon inside.

CHAPTER SIX
THE FATAL PLUNGE

Steve and Napoleon evade death by jumping from the car just before it goes over a cliff and explodes. Clayton, actually Paul Duval, kills his brother, Jean, after accusing him of usurping his interests. Steve and Napoleon find the body and close on their heels come Toller and his gang, interested in Nitrolene deposits on the Duval property. Toller pins the murder on Steve. Napoleon persuades Steve to hide out in the swamps. Steve goes off for a supply of food to take with him. Returning, he runs into Toller and a henchman, Bloch. He knocks out Bloch and pushes Toller off the wharf. Steve, however, trying to escape in a taxi, is knocked unconscious, and the taxi rolls backward down the street and, finally, plunges off the wharf. Steve is trapped inside!

CHAPTER SEVEN
TOLL OF THE STORM

Steve revives in time to leap from the taxi before it plunges into the water. Steve is seen by Toller and Bloch who start shooting at him, but Steve

evades them. He goes to the cabin in the swamps to join his friend, Napoleon, and is captured by Batiste and a group of cajuns, who already have Napoleon in custody. Both men are jailed on murder charges trumped up by Toller. Meantime, a rain turns into a violent storm, causing the river to overflow. The dam breaks, a mad torrent of water carrying houses and trees in its wake gushes forth. The flood rushes toward the jailhouse, lifts it from its foundation and sends the structure - with Steve and Napoleon inside - crashing into the street.

CHAPTER EIGHT
THE BREAK IN THE LEVEE

Steve and Napoleon cling to the wreckage of the jail in the rampaging waters. They find a boat and row for the shantyboat occupied by Steve's father, Charles Langtry. As they approach, they hear shooting, and Steve dives into the river and swims for the shanty. In the boat are Langtry senior and Jenny Perrin, Steve's girl friend. Langtry has been nicked in the arm by a rifle shot by Clayton. Clayton cuts the shantyboat's mooring and speeds away, as Steve approaches from another direction. Steve and Jenny work frantically to pole the shanty, which is drifting steadily toward the levee.

CHAPTER NINE
TRAPPED IN THE QUICKSANDS

As the shantyboat bearing Steve Langtry, his father and Jenny founders on the brink of the broken levee, the Morning Glory comes close enough for Captain

Perrin to throw out a rope to them in save their lives. Langtry senior finds a knife linking Batiste to their troubles. Steve tells Batiste that Clayton has been arrested and urges him to confess. Back in town, Clayton has shaved his beard and claims his rights to the Duval estate. Standing by, Jenny recognizes Duval. She follows Steve into the swamp to warn him, and finds him sinking in a mire of quicksand. Batiste grabs her from behind, preventing her from going to Steve's rescue. Only Steve's head and shoulders are visible above the quicksand as the chapter ends.

CHAPTER TEN
FLAMING HAVOC

Steve is saved by the arrival of Captain Perrin. Perrin shoots Batiste in an ear, causing the Cajun trapper to release the struggling Jenny Perrin and run away. The Captain and his daughter pull Steve from the quicksand. Then Steve drops in on Clayton, who instigated Batiste's attempt on his life, and demands that Clayton clear him of murder charges. Batiste slugs him from behind, and the crooks put Steve's unconscious body into a car, head it toward a gasoline station, and leap out. Jenny is following, but too late to save Steve as the car crashes into the gas tanks. The fluid spills over the car and bursts into flame.

CHAPTER ELEVEN
ELECTROCUTED

Although the gas station into which his car has crashed is ablaze, Steve, dazed, escapes with the

aid of his sweetheart, Jenny. As Toller and Clayton, both avaricious for nitrolene deposits on the Langtry-Perrin-Duval swampland, are discussing a mutual deal, Steve's pal, Napoleon, leads Steve to an oil hole on the Langtry property. Steve decides to drill immediately. He and Jug go to New Orleans for a busload of workmen. Their plans are intercepted by Toller, who plants a henchman as the driver. Another of Toller's gang, Schaber, boards the bus secretly, slugs Steve and the bus runs wild, crashing into a steel tower.

CHAPTER TWELVE
RISKING DEATH

The bus crashes into the steel tower, topples crazily, then springs back, right side up. The passengers are shaken up, but uninjured. Steve brings the bus safely to the Langtry property, and starts at once to build a derrick and drill for oil. When they reach solid rock, with prospects of nitrolene just below, the Clayton-Toller faction, enemies of Steve, wrecks the equipment. Tipped off that Steve is preparing to "shoot" the well, Toller, Clayton and their gang come in for the kill. There is a gun fight between the two groups, with two of the heavies, shot down. The dynamite charge planted by Steve to blow the well in goes off, apparently killing the brave defender.

CHAPTER THIRTEEN
THE BOOMERANG

Steve is dragged from the wreckage by his friends. He is dazed, but unhurt. Clayton produces an old

court record indicating that his family, the Duvals, are rightful owners of the well and surrounding Langtry land. Steve counters by proving Clayton's document was obtained fraudulently. He also introduces a surprise witness, Batiste, who begins to testify and is shot by Clayton, who in turn, is destroyed by the Police. Now desperate, Toller and his gang blow up the oil well, but Steve and his friends shoot Toller, and the rest of the gang are either killed or rounded up. The story ends with Captain Perrin announcing the engagement of Jenny to Steve.



THE SCARLET HORSEMAN
A UNIVERSAL SERIAL (1946)

Directed by RAY TAYLOR
LEWIS D. COLLINS

Screen Play by JOSEPH O'DONNELL
TOM GIBSON
PATRICIA HARPER

Cast:

Jim Bannion	Paul Guilfoyle
Kirk Norris	Peter Cookson
Carla	Virginia Christine
Loma	Victoria Horne
Ballou	Danny Morton
Tioga	Fred Coby
Elise Halliday	Janet Shaw
Tragg	Jack Ingram
Zero. Quick	Edward M. Howard
Pecos	Ralph Lewis
Kyle	Edmund Cobb
Amigo	Cy Kendall

CHAPTER ONE
SCARLET FOR A CHAMPION

Dramatizing an attempt by a mysterious traitor known as Matosca to partition Texas in 1875, our story begins with Zero Quick smuggling guns to the Comanche Indians. The redskins are secretly led by the half-breed, Loma, who is employed as a maid by Carla Marquette, daughter of a discredited state senator. To end the Indian war, Kirk Norris and Jim Bannion, Texan undercover agents, decide to revive the Scarlet Horseman, legendary

champion of the Comanches who, in the past, have always followed his leadership. Loma, however, tells the Comanches he is not their real champion, and the Indians attack, guns blazing.

CHAPTER TWO
DRY GRASS DANGER

Jim Bannion, the Scarlet Horseman, puts the Indians to rout, ending the Indian War. His partner, Kirk Norris, learns that wives and daughters of influential Texan senators were kidnapped during the Indian war, forming a Legion of Lost Women. When Elise Halliday, daughter of a prominent senator, is also taken, the Scarlet Horseman trails her captors and rescues her. Seeking Zero Quick, Norris struggles with the gun-smuggler's henchmen in a wagon as the Indians set fire to the surrounding prairie. Norris is trapped by the flames.

CHAPTER THREE
RAILROAD RESCUE

Rescued by the Scarlet Horseman from the flaming wagon, Kirk Norris learns that Loma is under Matosca's orders. While he brings this information to Carla Marquette, the Scarlet Horseman captures Loma and warns her that Matosca is duping her into wrong-doing against her people. Apparently convinced, Loma appoints a meeting place at an abandoned mine. Learning the Horseman has ridden into an ambush, Norris crashes an ore train into the barricade at the mine's entrance. The train turns over with the fearless agent at the throttle.

CHAPTER FOUR
STAKED PLAINS STAMPEDE

Leaping from the ore train just before it crashes the barricade, Kirk Norris and the miners rout the gunmen about to capture the Scarlet Horseman. The Horseman races back to the town of Forty-Four in time to reassume his identity as Jim Bannion, a seemingly crippled gunsmith, and fool Zero Quick, on the death hunt for the Scarlet Horseman. Norris discovers that the Legion of Lost Women is part of Matosca's mysterious conspiracy and tries to trail Loma to where Matosca is hiding them. The Comanches stampede the cattle and when Quick fells Norris, the daring agent is at the mercy of the onrushing herd.

CHAPTER FIVE
DEATH SHIFTS PASSENGERS

Saved when the appearance of the Scarlet Horseman causes the Indians to turn the stampede, Kirk Norris persuades Elise Halliday to bait a trap for Matosca by coming to live in Forty-Four, a move which Norris hopes will lead the Scarlet Horseman to the Legion of Lost Women. The Scarlet Horseman takes the place of Elise in the wagon when Matosca's henchmen kidnap the senator's daughter, but Zero Quick recaptures the girl. The wagon-driver, receiving a signal that he has a new passenger, lights a dynamite fuse and leaps off the runaway wagon, which overturns and explodes.

CHAPTER SIX
STOP THAT STAGE

Leaping into a ditch to escape the exploding wagon, the Scarlet Horseman tells Kirk Norris that Matosca has taken Elise Halliday to the Legion of Lost Women. Zero Quick, however, has captured Elise, hoping to share in Matosca's scheme. Meanwhile, Elise's father tells Norris that Matosca plans to kidnap wives of two other senators from the stagecoach to Forty-Four. Attempting a rescue, Norris finds a horde of Indians attacking the stage. With the driver and guard slain by Indian bullets, Kirk tries to stop the runaway horses. He falls and the stagecoach rolls over him.

CHAPTER SEVEN
BLUNDERBUSS BROADSIDE

After the stagecoach rolls over Kirk Norris without touching him, Norris and the Scarlet Horseman find the coach empty, the senator's wives having been kidnapped before the Indians attacked - two more victims for the Legion of Lost Women. Both Norris and Zero Quick are at the saloon that night on a tip that Matosca will appear. A fake Matosca presents himself, and Norris and Quick battle as a henchman of the real Matosca aims at both with a blunderbuss. The Scarlet Horseman bursts in and the blunderbuss is fired directly at the masked rider.

CHAPTER EIGHT
SCARLET DOUBLECROSS

With the Scarlet Horseman saved when the fake Matosca crosses the line of fire, Kirk Norris and a Wells Fargo agent, Idaho, make Zero Quick

confess that he holds Elise Halliday captive and not Matosca. Norris and Idaho trace mud found in Quick's office to its source and ride into an Indian ambush, prepared by Matosca and Quick, now supposedly working together. The Scarlet Horseman is shot down by Loma when he appears in the village and the Indians prepare to burn Idaho and Norris at the stake.

CHAPTER NINE
DOOM BEYOND THE DOOR

A second - and the real - Scarlet Horseman frees Kirk Norris and Idaho after a masquerading Horseman employed by Zero Quick is killed by Loma. Norris finds the cave where Zero Quick is holding Elise Halliday prisoner and lays a trap to bring Matosca into the open. Carla Marquette, revealing herself as Matosca, captures Norris and Elise. Carla changes clothes with Elise while the Scarlet Horseman, believing he is following Miss Halliday, is lured into a booby-trapped barn which explodes and burns.

CHAPTER TEN
THE EDGE OF DANGER

Escaping from the booby-trapped barn, the Scarlet Horseman and Norris advise the senators to stall Matosca while awaiting a message telling where the Legion of Lost Women prisoners are held. Matosca demands that the Senators cede the Staked Plains to her Comanches. The Senators demand a letter from each of their wives proving that they are alive. A telegram informs Norris that the

message has arrived in Forty-Four, but Matosca's cohorts overtake him on the way. Fighting on a cliff, Norris and his assailant fall over the edge.

CHAPTER ELEVEN
COMANCHE AVALANCHE

When water breaks Kirk Norris' fall, Idaho arrives with the message from Elise Halliday. Hurrying to the cave where the Legion of Lost Women are supposedly being held, according to the message, they find it empty and learn that Zero Quick now holds the women. Norris and Idaho try to force Quick's henchman, Tragg, to lead them to the Lost Legion. When Norris and Idaho attempt to elude the Indians by crossing a suspension bridge, the savages start an avalanche which smashes the bridge and catapults the men into the depths of the abyss.

CHAPTER TWELVE
STAKED PLAINS MASSACRE

Saved by clinging to the broken bridge-ends, Kirk Norris and Idaho are still under Comanche fire. The Scarlet Horseman appears, however, and the redskins flee. Matosca drugs Elise Halliday and displays her to the senators, threatening death to their wives and daughters if a law permitting the Comanches to vote and thus winning the Staked Plains for herself is not passed. Loma suspects a ruse and Matosca signals the Indians to attack Fort Mobeetie. When the Scarlet Horseman rides to stop the uprising, Tragg fires both barrels at the masked rider.

CHAPTER THIRTEEN
SCARLET SHOWDOWN

Tragg's bullets miss the Scarlet Horseman, who drops the renegade and Kyle, while Idaho arrests Zero Quick. Quick is killed in the ensuing fight. Meanwhile, Kirk Norris pursues Matosca to delay her scheme to control the Staked Plains. The Scarlet Horseman finds the Legion of Lost Women; then speeds to Matosca's ranch where Norris, Idaho, Loma and Elise Halliday are about to be murdered. Shooting the gun from Matosca's hand, the Horseman captures the arch-traitoress. Texas is saved.



SEA RAIDERS
A UNIVERSAL SERIAL (1941)

Directed by FORD BEEBE
JOHN RAWLINS

Screen Play by CLARENCE UPSON YOUNG
PAUL HUSTON

Cast:

Billy Adams	Billy Halop
Toby Nelson	Huntz Hall
Bilge	Gabriel Dell
Butch	Bernard Punsly
Swab	Hally Chester
Lug	Joe Recht
Brack Warren	William Hall
Tom Adams	John McGuire
Aggie Nelson	Mary Field
Elliott Carlton	Edward Keane
Leah Carlton	Marcia Ralston
Carl Tonjes	Reed Hadley
Capt. Olaf Nelson	Stanley Blystone
Jenkins	Richard Alexander
Zeke	Ernie Adams
Anderson	Jack Clifford
Krans	Richard Bond
Captain Lester	Morgan Wallace
Captain Meredith	Eddie Dunn

CHAPTER ONE
THE RAIDER STRIKES

Elliott Carlton and Carl Tonjes order their Sea Raiders, foreign agent band, to blow up a freighter on which Billy and Toby are stowaways. The

boys are seeking to escape the wrath of Brack Warren, harbor police officer detailed to guard a new type of torpedo boat built by Billy's brother, Tom, for the U. S. The boys are trapped on the doomed freighter as the chapter ends.

CHAPTER TWO
FLAMING TORTURE

Rescued by pals from the doomed freighter, Billy and Toby see the Sea Raiders, ruthless foreign agents, steal the new torpedo boat designed and built by Tom Adams. Tonjes orders his henchmen to trap the boys in a loft and the building is set on fire.

CHAPTER THREE
THE TRAGIC CRASH

The boys escape from the blazing inferno seconds before it collapses. The boys follow their attackers to a barge hideout. Billy, learning that his brother's new torpedo boat is moored in the hull of the barge, tries to escape in the saboteur's speed launch. The speedboat gets out of control and heads for the wharf pilings.

CHAPTER FOUR
THE RAIDER STRIKES AGAIN

The boys leap from the speeding boat before it is demolished on the pilings. Overhearing a report that Carlton and Tonjes, heads of the Sea Raiders, intend to torpedo the "Astoria", a huge frieghter, Billy and Toby board the ship and try

to warn the mate. The boys' warning isn't heeded and the Sea Raiders, using a new type of torpedo boat, open fire on the freighter.

CHAPTER FIVE
FLAMES OF FURY

Diving overboard when the doomed freighter's officers fail to heed their warning about sabotage, the Dead End Kids and the Little Tough Guys, picked up by a speed boat are pursued by harbor police brought to the scene by the explosion. When the speed boat crashes, the boys swim to their hideout under the docks and immediately plan to investigate the Sea Raiders' munitions barge. On the barge they are captured, locked in a cabin and the boat is set ablaze.

CHAPTER SIX
BLASTED FROM THE AIR

Kidnapped by the Sea Raiders, Billy and Toby escape from the yacht as police arrive to arrest the spy chief, Tonjes. Tonjes fights off the police. The boys swim to Captain Lester's hydroplane. The plane dives on the saboteurs' vessel as the flyer tells the boys to drop hand grenades. Tonjes anti-aircraft gun wings Lester and the plane dives out of control.

CHAPTER SEVEN
VICTIMS OF THE STORM

Thrown into the sea when their hydroplane crashes into a wharf, Billy and Toby take the pilot to

the hospital. Returning, they spot one of the Sea Raiders and trail him to the "Mary Lu", an old schooner serving as the foreign agents' hide-out. The boys are tricked, captured and set a-drift in the schooner which flounders under a huge wave in a furious storm.

CHAPTER EIGHT
DRAGGED TO THEIR DOOM

When the old schooner in which they had been set adrift flounders in heavy seas, the boys are rescued by the crew of an old-time whaling vessel. Short-handed, the skipper takes the boys on as members of his whaling crew. A whale is sighted and two boats are sent out. Swab, one of the gang, gets tangled in a harpoon rope, so Billy, leader of the group, goes to the rescue. Both boys are dragged under as the harpooned whale dives.

CHAPTER NINE
BATTLING THE SEA BEAST

Rescued from the sea, Billy and Swab, with their pals, discover that the Sea Raiders have urged the whaler's crew to mutiny. In the excitement, the boys try to escape to a nearby island through shark and octopus infested waters. When an octopus grabs Toby, Billy dives into the struggle with a knife.

CHAPTER TEN
PERILED BY A PANTHER

Billy and Swab, freeing their pal Toby from the tentacles of an octopus, start to make their way through the island's thick undergrowth in an attempt to find the fortress headquarters of the saboteurs. On the trail they overpower one of the Sea Raiders' guards just as a black panther whines its hunting cry. As the marauding beast attacks, the guard escapes. Billy is knocked down by the snarling panther which viciously snaps and claws at his throat.

CHAPTER ELEVEN
ENTOMBED IN THE TUNNEL

Saved from the snarling panther by a well-aimed shot fired by Swab, Billy and his pals find the island hideout, free the prisoners of the Sea Raiders and then set out to investigate the saboteurs underground arsenal on the seacoast. Entering the caves, the boys are apprehended by guards with whom they struggle as the chief of the Sea Raiders ruthlessly presses a button which detonates the explosives stored in the arsenal.

CHAPTER TWELVE
PAYING THE PENALTY

Imprisoned in the blast of the underground arsenal, Billy and Toby are rescued by Brack Warren. Brack and Billy, donning the uniforms of the captured Sea Raiders' guards, take the guards' boat and board the foreign agents' yacht. Surprising the yacht guards, they commandeer the craft and then release a secret bomb device which destroys the sub operated by Tonjes and his henchmen.

SECRET AGENT X-9
A UNIVERSAL SERIAL (1937)

Directed by FORD BEEBE
CLIFF SMITH

Screen Play by WYNDHAM GITTENS
NORMAN S. HALL
RAY TRAMPE
LESLIE SWABACKER

Cast:

Secret Agent X-9	Scott Kolk
Shara Graustark	Jean Rogers
Tommy Dawson	Henry Hunter
Pidge	David Oliver
Wheeler	Larry Blake
Baron Michael Karsten	Monte Blue
Blackstone	Henry Brandon
Maroni	Lon Chaney, Jr.
Scarlett	Bentley Hewlett
Packard	George Shelley
Thurston	Robert Dalton
Ransom	Leonard Lord
Trader Delaney	Robert Kortman
The Fence	Edward Piel, Sr.
Rose	Lynn Gilbert

CHAPTER ONE
MODERN PIRATES

The G-men discover that Brenda, notorious jewel thief, is heading for the United States, to steal the Belgravian crown jewels being exhibited in this country. The gems are placed on a ship for return to Belgravia. The guard is murdered and

the jewels stolen. Secret Agent X-9 trails Blackstone, one of the gang who hides the gems in the safe deposit vault of a suburban bank. He takes the bank receipt to an art shop, where Marker, an accomplice, later conceals it between an oil painting and its frame. X-9 arrests Blackstone and pursues Marker, leaping into a speedboat after him. The speedboat crashes into a buoy head-on.

CHAPTER TWO
THE RAY THAT BLINDS

X-9 drops into the water just before the speedboat crashes. Harbor police rescue him and Marker. At the art shop the blonde beauty, Shara Graustark, is visited by Baron Michael Karsten, Belgravian embassy attache responsible for the jewels. He leaves for G-men's headquarters, where Blackstone is released on a technicality. X-9 brings in his prisoner, Marker. Seeing a gun in the Baron's coat, Marker grabs it and runs to the roof where he falls to his death after a desperate manhunt. Blackstone and his gang search the paintings for the bank receipt with a powerful x-ray machine, after kidnapping Shara. X-9 frees her and then pursues the gang in a car. The crooks use the x-ray to blind X-9 and his driver, Pidge. Their auto crashes.

CHAPTER THREE
THE MAN OF MANY FACES

Other G-men ride up to rescue X-9 and Pidge from the car wreck. Tommy Dawson, helping X-9,

trails some paintings to the Raymond estate, riding with Shara who delivers them. Shara tosses a picture into the roadside bushes and the Baron grabs it, driving off in the opposite direction. X-9 and Pidge trail him and he flings the painting into some underbrush. Pidge hunts for the picture while X-9 and the Baron go to the Raymond estate. There Raymond is found murdered. Pidge telephones X-9 he has found the painting. The Baron and X-9 battle and X-9 is thrown from the car, directly beneath the sharp iron spikes of a descending automatic gate.

CHAPTER FOUR
THE LISTENING SHADOW

Another G-man stops the machinery that lowers the spike-tipped gate, just before the points pierce X-9. Pidge later telephones X-9, giving him the location of the painting. Brenda's men shadow X-9 and get the information. There is an auto race between X-9 and the thieves to reach the spot first, which results in a desperate gunfight. X-9 and Tommy Dawson are in a shed getting the painting, when Brenda's men send a giant auto truck crashing against the shed, which contains a gasoline tank. The gas ignites and explodes, apparently dooming X-9 and Tommy.

CHAPTER FIVE
FALSE FIRES

X-9 and Tommy escape from the shed a split second before the explosion, taking with them the painting which holds the secret to the jewel's hid-

ing place. They ride off and meet Shara. When X-9 unwraps the picture he finds the canvas slashed and the bank receipt missing. X-9 follows Shara to the Raymond estate, where the Baron discovers from the receipt the location of the jewels. Blackstone rushes in and covers X-9 with a gun. His gang guards the G-man while Blackstone and Michael escape. Pidge breaks in and helps X-9 beat up the gang. Pidge has learned the bank receipt is hidden in the bookcase. X-9 pulls out a book, which is rigged to a pistol trigger. The gun fires and X-9 falls to the floor.

CHAPTER SIX
THE DRAGNET

Pidge thrusts X-9 out of the line of fire from the concealed gun and is himself wounded. The bank receipt is found by Ransom, a gangster who, double-crossing his pals, rushes to get the jewels, pursued by X-9. Blackstone, learning from the Baron that the jewels are in an Adamsville bank, sets out to get them. The G-men prepare a trap for the thieves. When Blackstone opens the jewel box he finds cheap junk. The G-men had obtained the jewels and left a decoy in their place. X-9 chases the gang into an apartment. During a furious fight, one of the crooks makes a flying leap at X-9, trying to drive him out of the window directly behind the secret agent. A body crashes through the window and hurtles down.

CHAPTER SEVEN
SEALED LIPS

X-9 is shown jumping aside just as the gangster leaps at him. The crook goes headlong through the window, falling a dozen stories to the ground. Blackstone escapes. At government headquarters, when a captured gangster agrees to reveal the whereabouts of Brenda, he is mysteriously killed by a sailmaker's needle. Brenda, perfectly disguised as the Baron, whom he has kidnapped, comes to headquarters for the jewels. The G-man chief sends Dawson and other guards with Brenda and the gems to the Belgravian embassy. X-9, Shara and Pidge follow Brenda. To escape, Brenda thrusts Dawson out of the auto, into the path of X-9's machine. Pidge swerves to avoid hitting Dawson and crashes into a tree.

CHAPTER EIGHT
EXHIBIT "A"

X-9, Pidge and Shara are shaken up, but not hurt when their car crashes. They discover that Dawson has the jewels with him. Brenda and the G-men fight a gun battle and Brenda gets away. X-9 checks up on a suspicious shipchandler's shop and gets into a fierce combat with one of the crooks in charge of the place. The gangster tries to crush the secret agent's skull with a belaying pin, but X-9 sends him spinning backward with a smashing blow. The mobster falls against a harpoon gun and yanks the trigger. The sharp spear pins X-9 to the wall.

CHAPTER NINE
THE MASQUERADER

The deadly weapon catches his coat only and barely misses his flesh. Blackstone, who has the Baron locked in a back room, rushes away with his captive. Pidge helps X-9 free himself. He questions the shop owner about persons who bought sailmaker's needles. The answer leads Pidge to Brenda's apartment, where the arch crook is tied up, disguised as the Baron. Pidge takes him to the Belgravian embassy for identification. X-9 boards an oldtime pirate ship, now a public show spot, used as a gang hideout. The gang battles with X-9, and escapes in a speedboat, taking the real Baron along. Dawson brings a fast craft to help X-9 overtake the crooks. Dawson hurtles his boat through a narrowing space between the pier and a moving freighter. It is driven headlong toward the ship.

CHAPTER TEN
THE FORCED LIE

Dawson throws his wheel hard over, barely glancing off the ship toward which his speedboat is rushing. He and X-9 disable the thieve's boat. The gang gets ashore and starts for the Raymond estate. X-9 takes the shorter route by water. There is a battle between the crooks and the G-men, who free the Baron. He discloses that Brenda, impersonating the Baron, is on his way to claim the jewels. At the Belgravian embassy, Shara covers Brenda with a pistol, but he shoots it out of her hand. Brenda escapes in a car with the jewels, pursued by Shara and Pidge. Pidge punctures one of Brenda's tires and the car skids across the road, blocking it. To avoid a crash,

Shara steers sharply and her car goes over a steep embankment.

CHAPTER ELEVEN
THE ENEMY CAMP

Shara and Pidge skid over the steep embankment, but their rear wheels hang on the edge of the road and prevent disaster. The G-men surround Brenda later at the Raymond estate. He escapes during a gun battle which costs Dawson's life. X-9 and Pidge hunt for Brenda along the waterfront, following some of the gang to the pirate ship. The crooks discover the G-men on the ship and there is a furious fight. One of them crashes a gun down on X-9's head and throws him into the water.

CHAPTER TWELVE
CRIME DOES NOT PAY

Pidge rescues X-9 from the water. G-men close in to capture the gang on the pirate ship. Machine guns clatter; tear gas bombs are hurled into the ship. The crooks are taken, but Brenda, disguised as the Baron, slips ashore with the jewel box. In a hideout Blackstone is seen opening the gem casket. It is empty. He exclaims, "Trader Delaney, he's double-crossed me!" Then he arranges for Delaney to be released on bail. X-9 trails Delaney, hoping to find Brenda. Blackstone demands the jewels when he discovers Delaney taking them from a secret compartment. When the trader refuses, Blackstone tells him, "I am Brenda." In a scuffle, he shoots Delaney. X-9 pounces on the killer, saying, "That's all we need,

Blackstone - the admission that you're Brenda." Later X-9 proves that Brenda-Blackstone is guilty of Tommy Dawson's murder. The jewels are returned to Belgravia.



SON OF ZORRO
A REPUBLIC SERIAL (1947)

Directed by SPENCER BENNET
FRED C. BRANNON

Screen Play by FRANKLIN ADREON
BASIL DICKEY
JESSE DUFFY
SOL SHOR

Cast:

Jeff Stewart	George Turner
Kate Wells	Peggy Stewart
Boyd	Roy Barcroft
Sheriff Moody	Edward Cassidy
Judge Hyde	Ernie Adams
Pancho	Stanley Price
Stockton	Edmund Cobb
Thomas	Ken Terrell
Baldwin	Wheaton Chambers
Quirt	Fred Graham
Melton	Eddie Parker
Fred	Si Jenks
Hood	Jack O'Shea
Charlie	Jack Kirk
Leach	Tom Steele
Murray	Dale Van Sickel

CHAPTER ONE
OUTLAW COUNTY

Young Cavalry Officer Jeff Stewart returns to his home in the west after the Civil War to find that a ring of crooked politicians have taken over the county, bleeding the people with an exhorbitant 50%

toll tax on the main highway, and protecting the bandits that raid the ranches. With the permission of the State Governor and the assistance of Kate Wells, the postmistress, Jeff plans to build another road to beat the toll. This information leaks out to the outlaws who attack the work train which is headed by Kate. Jeff recalls an ancestor of his, who, in a similar situation, took the law into his own hands, and as Zorro, became a masked rider of justice. Jeff decides on the same course, and, as Zorro, rides to the rescue of Kate and the train. Together they are trapped in the wreck of Kate's explosive laden wagon. Boyd and the heavies on the cliff above roll blazing barrels of coal oil down upon them, exploding the wagon.

CHAPTER TWO
THE DEADLY MILLSTONE

Just before the explosion, Zorro gets Kate into the shelter of a rock and drives off Boyd and the remaining bandits with well-aimed shots. The wagon train destroyed, Jeff and Kate go to Caleb Baldwin, a gold miner, for financial assistance for the purchase of new supplies. Baldwin is agreeable but unable to move his gold because of the toll. Jeff evolves a plan to move the gold through the mountains via pack train. Again the information leaks out and Jeff and Kate are attacked on the way to the mine with the pack animals. Jeff leads the outlaws away by a trick and the girl escapes to the mine with the horses. The mine is again attacked, with Kate and Baldwin being captured by the heavies. Zorro rides to the rescue but Kate, trying to help Zorro in the ensuing battle, is knocked unconscious onto

the ore table and into the path of the great crusher wheel of the machine which was started during the fight.

CHAPTER THREE
FUGITIVE FROM INJUSTICE

Zorro snatches Kate Wells away from the wheel of the rock crusher in the nick of time and in the ensuing gun battle drives off the crooks. Jeff and Kate, with the aid of Baldwin, run the gold through the mountains as planned and sell it for the money needed to refinance the road building project. The sheriff tries to seize the money but is foiled by Kate who locks the money in the safe at the post-office. Jeff becomes a fugitive from the local authorities for smuggling the gold around the toll. That night the bandits attempt to get the money by blowing the safe. Zorro arrives after the blast is lighted and is engaged in a fight with the heavies. He is knocked to the floor unconscious in front of the safe door just as it is blown from its hinges and comes crashing down upon him.

CHAPTER FOUR
BURIED ALIVE

Zorro regains consciousness and rolls aside as the door of the safe crashes beside him. He resumes the battle with the heavies, from one of whom he gets a gun, driving them off. Kate gets the money for Jeff and he rides out of town amid a hail of bullets. Refinanced, he establishes his road camp, sending word to Kate that Dixon, a road engineer, is on his way from the State Capitol. They are

ambushed on the road, Dixon killed and Jeff made a prisoner. The outlaws substitute their own man for Dixon and send him to the camp to destroy it. Jeff escapes, becomes Zorro, and races for the camp. Kate goes to the camp and is told that the engineer is making a survey from the cliff. In reality the false Dixon is setting a blast to bury the camp in a landslide. Zorro arrives and races up the cliff to battle with the gangster, while Kate clears the camp. Zorro kills his man but the blast goes off burying Kate in a roaring landslide.

CHAPTER FIVE
WATER TRAP

Kate is saved from the landslide by her horse. She and Zorro go to the mine and find that Baldwin has been fined $1,000 for selling his gold without paying the toll, the mine being closed until the fine is paid. Jeff makes a plan. Kate takes him into town the following day and collects the $1,000 reward and uses it to pay Baldwin's fine. Jeff produces a pardon from the Governor, freeing him of all charges against him. The heavies strike back swiftly, capture Kate and Baldwin in the mine, where they plan to bring Jeff and destroy all three an an "accident." Jeff captures his would-be captor, allows him to escape, and as Zorro, follows him to the mine, where the outlaws have completed their trap. A rope from the concentrator to the flume will cause a flood in the mine. Zorro arrives and, with Kate, is driven into a tunnel. Baldwin is killed in the fight and the crooks spring the trap. The flood roars in on the pair.

CHAPTER SIX
VOLLEY OF DEATH

Jeff and Kate Wells manage to evade the flood waters and escape from the mine through a ventilation shaft. From past events the conspirators finally come to the conclusion that Jeff Stewart and Zorro are one and the same person. In an effort to stop him from continuing his quest for law and order and the ouster of the crooked politicians, the sheriff locks Jeff up in the town jail falsely charged with the murder of Caleb Baldwin, the miner. For fear of implicating themselves, and with the knowledge that the State Governor favors Jeff, they dare not bring him to trial. Instead they are to arouse the townspeople to such a fury that they will take justice into their own hands. An angry mob storms the jail with the Sheriff and his gangsters putting up only a show of resistance. Jeff is dragged from his cell into the street where the incensed townsfolk swing up their six shooters and fire at the helpless prisoner who falls by the jail.

CHAPTER SEVEN
THE FATAL RECORDS

The firing squad directed their volley not at Jeff, but at Zorro riding swiftly down upon them. This is Pancho, Jeff's faithful servant, who, as Zorro, was sent by Kate to save Jeff. A posse sets out after Zorro. Jeff is released, and now, convinced that the county officers were elected illegally, he demands the registration records. Judge Hyde stalls him off with the promise to produce them

the next day, but that night he tries to burn the papers. Zorro outwits him and seizes the records, the inspection of which proves Jeff's suspicions. He sends Kate to the Governor with the proof by stagecoach carrying a cargo of explosives. In an effort to intercept the records, the heavies pursue. Zorro again rides to the rescue and a running gun battle develops during which Kate is stunned and thrown to the floor of the coach. The gun-shy horses bolt, running away with the stage which explodes in the crash that follows.

CHAPTER EIGHT
THIRD DEGREE

Kate jumps from the stage in time to avoid the blast. Zorro, in a spectacular pickup, rescues her and races away. The outlaws plot to force the girl to give them the identity of Zorro. They catch her alone, riding Pancho's horse. She scratches a message on the saddle horn before jumping from the horse in a fake escape move. While the heavies chase Kate down, the horse heads for home. Jeff sees the run-away return, and an examination discloses the message telling the route being taken by the abductors. Zorro rides to the scene of the kidnapping and takes up the trail. Meanwhile, Kate has been taken to an abandoned ranch and attached to the bucket rope of the well. Upon refusing to give the name of Zorro, she is dunked in the water. Half-drowned, she is about to have another dip when Zorro arrives. One heavy is killed during the resulting battle. Kate is plunged back into the well to drown while Zorro battles the other heavy.

CHAPTER NINE
SHOOT TO KILL

Zorro drives off the remaining heavy, Boyd, and rescues Kate from drowning in the well. Meanwhile, the State Governor has sent Jeff a letter asking for a full written report of the depredations in Box County. The report is to be used as a basis for forming a State Ranger organization to deal with the outlaws. The unknown leader of the underground learns of the Governor's request and orders the report seized, first to prevent it from reaching the Governor, and second, because it might reveal the identity of Zorro. Jeff and Kate go to the rancho that night and he dictates the report to her. As it is nearly finished, Jeff discovers that they are being watched by a heavy spy. He captures the man but the ambush has already been set, and as Zorro rides away toward the Capitol, a volley of bullets sends him slumping across the neck of his horse. The heavies close in and Boyd tears off his mask.

CHAPTER TEN
DEN OF THE BEAST

The heavies tear off Zorro's mask to discover that it is their own man, whom Jeff knocked out and dressed in Zorro gear. While the heavy rode into ambush, Jeff was away to the Capitol with the report. Jeff receives word from the Governor, that if he can get affidavits from citizens and ranchers to back up his report, the bill to form the Ranger Force will go before the Legislature. The heavies learn of this and take steps to com-

bat it. Jeff starts to get his affidavits, is led into a trap by the heavies, and captured. Leaving him under guard, the heavies go to the ranch of Melton, to force him to retract the sworn statement he made to Jeff. Jeff escapes. As Zorro he rides for Melton's place, arriving as the latter is about to be beaten. Battle follows during which Zorro is knocked from the hay-loft into the box-stall of a locoed horse, which proceeds to trample him to death.

CHAPTER ELEVEN
THE DEVIL'S TRAP

Jeff avoids the hoofs of the horse while Melton secures a gun and fires at the remaining heavy, Boyd, who makes his escape by the rope of the hayloft. Jeff, now suspicious of Thomas, the clerk in the store, thinks that he is either the brains behind the crooked ring or close to him. In order to prove this, he allows supposedly secret information to get to the clerk alone. The reaction of the heavies proves that Jeff's suspicions were correct. That night, Zorro pays a surprise visit to Thomas at the store and is forcing him to talk at the point of a gun. Boyd, henchman of the outlaws, enters, shoots at Zorro, hitting Thomas. Zorro flees from the store pursued by the heavies and irate citizens, who believe that he has killed Thomas. He is trapped in a blind alley, takes cover and defends himself, but the heavies set fire to a wagon load of hay and send the blazing juggernaut rolling down upon him.

CHAPTER TWELVE
BLAZING WALLS

Kate drops a rope from the roof to the trapped Zorro, who escapes to his horse. Meanwhile, in the store, the mortally wounded Thomas is making a dying effort to burn a book of criminal records, but he drops dead before the stove just as Kate enters. She sees and conceals the book as the Sheriff and others come in. Kate is arrested for aiding Zorro to escape. At the trial, Judge Hyde is about to let her out on bail, when he receives a note from the chief. He orders her to jail, incommunicado. Jeff, in disguise, manages to enter the jail and learn from Kate of the evidence hidden in the store. That night, Zorro enters the store, finds the ledger, but is trapped by three men. Two remain to fight while the third races to the jail to kill Kate. Zorro beats his men and goes to the rescue. In the gun battle that follows, Kate and Zorro are confined within the jail which is set afire by an oil lamp. The blazing walls tumble on the pair.

CHAPTER THIRTEEN
CHECKMATE

Zorro and Kate manage to break out of the burning jail and elude the posse formed by the outlaws. They are followed to the ranch by Boyd and the Sheriff, who engage Zorro in a gun battle. Boyd is killed by one of Zorro's shots while the Sheriff draws a bead on Zorro. Just as he is about ready to fire, he is felled by Pancho. The two heavies dispatched, Zorro removes his outfit and becomes

Jeff again. Using the note handed to the judge at Kate's trial as a clue, the pair narrow down the suspects to three. Together they visit Judge Hyde and then Daniels, playing one against the other. Each of the men implicate themselves. Daniels tries to leave town with all of the records and money of the gang, showing himself up as the mastermind who has been behind all of the crooked dealings in the county. Thus the mystery is solved. Daniels, Judge Hyde, and all of their remaining underlings are put into jail.



THE TIGER WOMAN
A REPUBLIC SERIAL (1944)

Directed by SPENCER BENNET
WALLACE GRISSELL

Screen Play by ROYAL COLE
RONALD DAVIDSON
BASIL DICKEY
JESSE DUFFY
GRANT NELSON
JOSEPH POLAND

Cast:

Allen Saunders	Allan Lane
Tiger Woman	Linda Stirling
Jose	Duncan Renaldo
Morgan	George J. Lewis
Walton	LeRoy Mason
Dagget	Crane Whitley
High Priest	Robert Frazer
Tegula	Rico de Montez
Slim	Stanley Price
Captain Scott	Nolan Leary
Gentry	Kenne Duncan
Tunnel Heavy	Tom Steele
Flint	Duke Green
Travis	Eddie Parker
Depot Heavy	Ken Terrell
Rand	Cliff Lyons

CHAPTER ONE
TEMPLE OF TERROR

Allen Saunders, engineer, sent to the jungle town of Alta Vista by the Inter-Ocean Oil Company

which has a time limit on developing the oil lands there, narrowly escapes being murdered by Dagget, storekeeper, and secret agent for a rival company. He with Walton, an unscrupulous attorney, plots to smash the project and capture the Tiger Woman, white ruler of a jungle tribe. They believe she is heiress to a fortune, and was lost in a plane crash. Tegula, one of her warriors, beaten by Dagget's man, Morgan, is rescued by Saunders and Jose Delgado, but the Tiger Woman captures and accuses Saunders. She takes a native drummer to the oil camp, to verify Saunders' story, leaving word that if a drum signal is given, he is to be killed. Assailed by Dagget's men, she is saved by Jose but the fatal message is sent. Saunders, suspended over a pit of molten lava is dropped as the drum is heard.

CHAPTER TWO
DOORWAY TO DEATH

The Tiger Woman arrives just as Allen plunges into the pit and manages to pull him to safety. She gives him permission to cross the jungle strip to the oil fields, and promises to escort him through with her warriors. Dagget and Morgan have Jose arrested for murder of one of their own men who was killed in rescuing the Tiger Woman. Told by the Commandant that the Tiger Woman can clear Jose by her testimony, Saunders says he is to meet her and will bring her back. Dagget and Morgan ride to the rendezvous, capture the Tiger Woman and take her to a hideout shack. Saunders escapes an ambush to rescue her. A gun fight ensues and Saunders with the girl is forced into the shack

where Morgan has placed explosives. The shack with the two inside is blown up, apparently destroying Allen and the Tiger Woman.

CHAPTER THREE
CATHEDRAL OF CARNAGE

Allen and the Tiger Woman leap from the shack just before the explosion, and Saunders kills the ambushers, Morgan alone escaping. Morgan with Dagget and Walton arrange for Jose's release so they can keep track of Saunders' plans. Via a concealed radio set in Jose's office, the villains learn of a secret map given Saunders by the Tiger Woman which marks the "Cathedral of the White Sky God" where they believe proof of the Tiger Woman's identity is kept. Morgan steals the map from Allen and with his henchmen, heads for the "Cathedral" where he overpowers the girl and forces her to unlock the door of the tomb, a huge cavern hanging with stalactites. Allen and Jose dash to the rescue, and Allen and the girl take refuge inside the tomb, barricading the door. The sound vibrations, as Morgan attempts to force entrance, loosen the stalactites which crash, apparently burying Allen and the Tiger Woman under tons of debris.

CHAPTER FOUR
ECHO OF ETERNITY

Allen and the Tiger Woman escape out the door and Morgan's men are crushed by the debris. While Allen sends Jose to get some oil machinery, the Tiger Woman, searching for Morgan, hears

him telling Dagget that the pass over which Saunders will soon drive in his car, has been mined. She escapes from Morgan's guard, and takes his horse, riding to the pass just in time to warn Saunders and tell him what she has heard. In the oil depot, Jose is captured when he enters with the machinery. Saunders and the girl arrive and Saunders emerges victorious after a battle with Dagget's men. Jose and the Tiger Woman take the oil equipment by boat to the temple, and are pursued by two other men in another boat. A wild boat chase and gun battle follow, ending when the boat plunges over the falls and down on the rocks below, apparently killing Jose and the Tiger Woman.

CHAPTER FIVE
TWO SHALL DIE

The Tiger Woman shoots the man in the pursuing boat, and out of control, it crashes over the falls. The Tiger Woman and Jose reach shore safely just as Allen drives up. After sending Jose on with the equipment, Allen and the girl return to the oil depot where Morgan captures them offering Saunders one chance for his life and the Tiger Woman's - the delivery of the urn of the Sky God from the temple. Allen, at great risk, gets the urn but returns to find the girl has been taken to a secret hideout. By an ingenious device, Saunders trails them and finds Morgan taking the Tiger Woman up a high shaft in an elevator. Saunders clutches a rod beneath the elevator and is carried up. In a mine chamber, the girl breaks away and sends the elevator down. Morgan cuts the cable,

and the elevator, with Saunders beneath it, falls one thousand feet to crash on the level below.

CHAPTER SIX
DUNGEON OF THE DOOMED

Saunders rescues the Tiger Woman, after the elevator is stopped in time to prevent his death, and the sacred urn at the mine cave, and returns the urn to the High Priest at the Temple, who offers to help get the well underway. Saunders asks that the jungle trails be barricaded. Jose and the Tiger Woman leave to establish a camp at the oil lands and Saunders goes to Alta Vista to meet a truck loaded with supplies. Morgan and his men capture the truck, kill the crew, and themselves man the vehicle with Morgan concealed inside. Near the oil fields, Morgan fires on Saunders in his car, crashing it over a cliff, then traps the Tiger Woman and Jose in a cave tunnel. Morgan pours gasoline on a stream running through the tunnel, and ignites it. Saunders escapes from the wrecked car and secures a horse from a native. Retreating before a wall of flame, the girl and Jose come to the dead end of the tunnel and turn in horror as the fire sweeps over them.

CHAPTER SEVEN
MILE A MINUTE MURDER

Allen and Tegula run into the cave, capturing Morgan and his henchman, Flint, and put out the flames saving Jose and the girl. Leaving the men guarded by warriors at the construction camp, Saunders reports the murder attempt to the Commandant who

sends out troopers to bring Morgan and Flint in. Walton and Dagget learn the plan and capture the Tiger Woman and free Morgan and Flint. Saunders arrives, finds the warriors killed and the Tiger Woman gone. Suspecting the plot, he races to the oil field, arriving in time to save the well, but Morgan escapes in a truck. On horseback, Saunders pursues him, manages to get in the truck and fights Morgan while Flint drives the truck over winding roads at great speed. Tegula, from ambush, shoots Flint with an arrow, not knowing Saunders is on the truck. The truck, out of control, crashes and explodes, apparently killing Morgan and Saunders.

CHAPTER EIGHT
PASSAGE TO PERIL

Pitched from the truck, Saunders and Morgan fall to the ground escaping disaster. Saunders takes Morgan to jail with Jose, Tiger Woman and Tegula to testify against him. Walton observes this, reports to Dagget, whose men ambush the group, capturing the girl and Tegula. The only trooper escaping, races to tell Jose the girl is being taken to Desolation Canyon. Saunders arranges for Morgan's "escape" from jail to follow him to the hideout. Morgan heads for an old mine where the Tiger Woman is being tortured to force her to deliver the sacred urn. Allen and Jose arrive and during the fight that follows, Morgan leaps aboard an electric mine locomotive unit. Deep in the tunnels, Morgan jumps from the moving unit, awaits Saunders and knocks him unconscious. Saunders slumps into the runaway ore car which races through the tunnel,

then off a steep ore dump, crashing onto the rocks below.

CHAPTER NINE
CRUISE TO CREMATION

Saunders revives in time to leap off the ore car. At the temple he gets permission to arm the Indians and tells of a shipment of guns coming in on a river-boat which Captain Scott, pilot, will deliver to the oil depot. The Tiger Woman meets Saunders at the depot next day. Walton and Dagget hear Saunders tell workmen of the guns and capture the Captain, torturing him into telling what he knows of the plans. Saunders arrives in time to save the Captain and a furious fight ensues in which the Tiger Woman is knocked unconscious, falling into a boat loaded with explosives and the rifles. The boat is started and roars away toward the river boat with the girl aboard. Allen finishes Morgan then starts in pursuit. The motorboat rams the other ship and both are demolished in a terrific explosion.

CHAPTER TEN
TARGET FOR MURDER

Saunders comes alongside just before the explosion and transfers the Tiger Woman safely aboard his boat. Following a pre-arranged plan, they allow a report to go out that the Tiger Woman has been killed and that Saunders and Jose are held hostages by her warriors. Dagget and Walton are duped by the plan for a time while Saunders and his men get ready to bring in the oil, but become suspicious and learn tne truth. Their men trap Saunders,

Jose and the Tiger Woman while Morgan captures Saunders' plane. Learning that Saunders may escape, Morgan flies over and bombs the camp. Allen opens fire at the plane wounding Morgan, and the plane, out of control, dives into the building in which Saunders, Jose and the Tiger Woman are trapped. The building goes up in flames as the plane hits it.

CHAPTER ELEVEN
THE HOUSE OF HORROR

The Tiger Woman, Jose and Saunders escape from the building as the plane crashes and burns. Saunders guesses that Slim, Dagget's clerk, is one of the villains and sets a trap for him. Dagget and Walton learn that an oil truck is going through to the field and Dagget hi-jacks the truck, loads it with men and explosives and goes to blast the completed oil well. Saunders traps Slim and exposes Dagget's treachery in Dagget's office where Slim is killed. Saunders asks Walton to report the affair to the police while he rides to save the well. Dagget places explosives under the derrick as Saunders arrives. During the fight that follows, with Saunders and one of the villains fighting at the top of the derrick, Dagget shoves the plunger, bringing the derrick down in a shattering crash.

CHAPTER TWELVE
TRIUMPH OVER TREACHERY

Allen slides down the guy-wire to safety just before the blast shatters the derrick. He runs to the aid of the girl and takes Dagget prisoner after a battle. At the same time, there is a roar from the well

and a gusher comes in, started by Dagget's blast. While Allen goes to rush samples to the government analyist, Walton learns what has happened and substitutes his own men for troopers sent out to get Dagget. He tricks the Tiger Woman into taking both him and Dagget to the Temple where he gets the sacred urn. He is about to kill the Tiger Woman when Saunders arrives and in a final battle, both Walton and Dagget are killed. The contents of the urn prove the Tiger Woman is Rita Arnold, heiress to a fortune, but in the final scenes, she is undecided whether to claim her fortune or stay in the jungle to take care of her brown-skinned people.



THE VIGILANTE
A COLUMBIA SERIAL (1947)

Directed by WALLACE FOX

Screen Play by GEORGE H. PLYMPTON
LEWIS CLAY
ARTHUR HOERL

Cast:

Greg Sanders	Ralph Byrd
Betty Winslow	Ramsay Ames
George Pierce	Lyle Talbot
Stuff	George Offerman, Jr.
Prince Amil	Robert Barron
Rabin	Frank Marlo
Capt. Reilly	Hugh Prosser
Silver	Jack Ingram
Doc	Eddie Parker
Walt	George Chesebro
Thorne	Bill Brauer
Sadlow	Frank Ellis
Miller	Eddie Cobb
Lefty	Terry Frost

CHAPTER ONE
THE VIGILANTE RIDES AGAIN

The Vigilante, government undercover agent, is in reality Greg Sanders, Western movie star. His dual identity is known only to his assistant, Stuff. An assignment takes Greg and Stuff to the ranch of wealthy George Pierce. Other guests include Prince Amil, a mysterious potentate; his aide, Hamid; Betty Winslow, a rodeo queen; Captain Reilly of the Sheriff's office, and Tex

Collyer, a rancher. Amil announces that he is giving white horses to Pierce, Greg, Collyer, Betty, and Reilly. Pierce seems upset at this, indicating that he expected to receive all five horses himself. Later, in one of his barns, Pierce has an argument with Hamid and knocks him unconscious. A fire starts and Pierce escapes leaving Hamid. Stuff is trapped in the barn when he attempts to rescue Hamid. The latter regains consciousness long enough to mutter something about a curse on each of the receivers of the gift horses. The fire then engulfs them!

CHAPTER TWO
MYSTERY OF THE WHITE HORSES

Thinking quickly, Stuff forces the limp body of Hamid into a barrel and, getting into one himself, manages to roll both barrels through the flames and out of the barn to safety. Hamid is found to be dead. Then later, Pierce, acting as a gang leader known as X-1, instructs two of his henchmen to seize the white horse Greg received from the Prince. Foiled in their first attempt at the theft, the mobsters manage to weaken the coupling between a trailer containing Greg, Stuff, and the horse and a car driven by Betty. As Betty starts up a hill, the coupling breaks and the trailer goes hurtling over a cliff.

CHAPTER THREE
DOUBLE PERIL

A stream breaks the fall of the careening trailer,

and the trio encounters X-1's henchmen. A wild chase and a thrilling fight ensue, but the gunmen effect an escape. They are now acting under orders to steal Betty's white horse and are seen lurking around the rodeo. During Betty's act, something goes wrong. Making a transfer from her own horse to a swiftly-moving driverless coach, Betty misses the reins. The coach horses go wild, running out of the arena and into the path of a landing plane. Taking advantage of the confusion, the mobsters make off with the white horse. Greg rides to Betty's rescue, but it doesn't seem as if he can catch the coach. Betty faces certain death!

CHAPTER FOUR
DESPERATE FLIGHT

Just as the coach is about to crash headlong into the plane, Greg reaches the lead horse and saves Betty. The Vigilante and Stuff give chase to the thieves. Reinforcements for the mobsters prevent Greg from capturing the thieves, but they are forced to release Betty's horse. Pierce pretends to be surprised at all these events, but secretly, he orders the liquidation of the Vigilante, never suspecting he is Greg. The mobsters again attempt to steal Betty's horse, but the Vigilante arrives in time to foil their effort. Fighting one of the thieves on the edge of a roof, the Vigilante is shot at by the latter's cohort. Both men fall!

CHAPTER FIVE
IN THE GORILLA'S CAGE

The shot, fired by one of the deputies, knocked the gun from the assailant's hand and saved the Vigilante. Silver, X-1's second in command, warns the mob about Greg. Meanwhile, the Prince orders his servants, Azar and Rabin, to get hold of Betty's horse. Both Amil's men and Pierce's try to steal Betty's horse. Greg is there and fights off one group, but Betty is chased into a building which houses an escaped gorilla. Betty is trapped!

CHAPTER SIX
BATTLING THE UNKNOWN

While Betty is being threatened by the gorilla, Greg goes into action as the Vigilante. He captures one of Pierce's henchmen, and then shoots the lock off the door of the building, freeing Betty and capturing the gorilla. The gunman is being held by Captain Reilly for questioning. In an attempt to free their cohort and steal Reilly's white horse, the crooks advance on the sheriff's station. There is a free-for-all, during which the outlaws accomplish their purpose. Greg leads the chase on his motorcycle followed by Stuff and Reilly in a car. The gang stretches a wire across the roadway, and Greg, unable to see it, is turned over. His motorcycle plunges down a steep embankment!

CHAPTER SEVEN
MIDNIGHT RENDEZVOUS

Greg miraculously escapes injury on the plunging motorcycle, but he loses the crooks' trail. Sil-

ver removes blood-red pearls from the horse's shoe and delivers them to Pierce who explains that each of the white horses has such a treasure cached on him. Greg is captured later by the gang. Betty is told that Greg will be exchanged for her horse. Reilly sets a trap for them at the rendezvous to which Betty is to bring her horse. Greg escapes and dons his Vigilante disguise. He encounters the crooks and engages them in a fight in their car. The car gets out of control and bursts into flames.

CHAPTER EIGHT
BLASTED TO ETERNITY

As the car careens over the cliff, the Vigilante jumps clear. Tex Collyer, the rancher, plans to stage a race and award his white horse to the winner. It is planned to enter Scar, one of Pierce's gang, as a rider. On the day of the race, Sadlow cuts the cinch on Betty's saddle and Scar wins. The Vigilante demands that Sadlow step forward, but the crook mounts a horse and escapes. The Vigilante gives chase, following Sadlow into a deserted mining shack. Sadlow jumps out the rear window as the Vigilante follows him in and the shack blows up!

CHAPTER NINE
THE FATAL FLOOD

The Vigilante, however, escapes the explosion by leaping through the back window just in time. Collyer's white horse is hidden at a ranch belonging to one of X-1's agents. One of Pierce's

men, disguised as Amil, proceeds to the ranch where he is mistaken for the real Prince and killed by his cohorts. Silver, it develops, is double-crossing his chief and intends to keep some of the pearls for himself. Greg and Stuff arrive. In search of the horse and are captured. The two are dumped into an irrigation ditch and swept out into the treacherous waters!

CHAPTER TEN
DANGER AHEAD!

Greg and Stuff regain consciousness just in time to save themselves. The gang plans to exchange the white horses belonging to Pierce and Collyer for the two belonging to Betty and Greg. Greg hears of the plan and goes to the rodeo grounds to prevent the theft. As the Vigilante, he surprises two of the gang but reinforcements come, and Greg finds himself in the middle of a battle. He is nearly run over by a car driven by one crook, but escapes only to be tackled by another, Sadlow. He chases Sadlow to the stable roof, but as the Vigilante reaches the edge of the roof, Sadlow kicks the ladder out from under him!

CHAPTER ELEVEN
X-1 CLOSES IN

As the ladder falls, the Vigilante throws his lariat around the crossbars of a telegraph pole and pulls himself to safety. Sadlow and another of the mob are captured, but the switch in horses has been effected. Later, at Pierce's ranch, Greg and Reilly discover the secret of the horse-

shoes. Betty's horse has been reshod and Greg realizes that the crooks will be looking for the old pair of horseshoes. The crooks go to a blacksmith shop in search of the old shoes. The Vigilante is on hand, hidden in a loft. A fight ensues and one of the crooks, using a sledgehammer, knocks away the support holding the loft floor. As the loft collapses, the Vigilante is hurtled toward a flaming forge!

CHAPTER TWELVE
DEATH RIDES THE RAILS

The Vigilante is saved from falling onto the fiery forge when his foot luckily hits a cleat at the edge of the floor. Sure of Pierce's complicity in the dire events, Greg returns to his ranch. Betty is kidnapped by two of Pierce's men, but Stuff and Greg are in time to see the abduction. They are almost run down by the gunmen's car, but set out in pursuit. In an effort to lose them, the gunmen drive across a track in the face of an oncoming train. Stuff, driving his jalopy, takes a chance and tries to beat the train which is almost upon him. The train hits the jalopy!

CHAPTER THIRTEEN
THE TRAP THAT FAILED

Greg and Stuff just manage to leap from the car before it is hit by the train. Betty escapes from her captors after they take her to their hideout in Hidden Valley. Silver, the treacherous aide, is also a prisoner there and is killed by the mob. Pierce's men go to the carnival grounds hoping to

find the blacksmith shop which reshod Betty's horse. The Vigilante suspects this and follows them to the shop. Prince Amil's servants, Azar and Rabin, appear behind the Vigilante armed with sharp scimitars. Azar strikes at the Vigilante.

CHAPTER FOURTEEN
CLOSING IN!

The Vigilante throws himself on the floor in the nick of time and escapes Azar's sword. Greg escapes with two shoes and the Prince's men grab two. Greg calls on the Prince, hoping to discover the owner of the pearls. Amil explains that Hamid had stolen the pearls originally and that he was now trying to regain them in order to spare others the curse that went with their ownership. Greg pledges to aid Amil and leaves when he hears that X-1's agents are about to free their cohorts from prison. Greg is spotted at the jail break by one of the mob and a bomb is attached to his car. The car blows up!

CHAPTER FIFTEEN
THE SECRET OF THE SKYROOM

Greg leaps clear of the car a second before the explosion and the agents escape. Prince Amil arrives at Pierce's club and is spirited into the Skyroom, Pierce's secret room next to the club. The Vigilante suddenly forces his way into the secret room. Amil destroys the pearls with acid and the Vigilante leaves him to guard part of the mob while he pursues X-1. He goes to Pierce's ranch where X-1 covers him with his gun. As

Pierce is about to shoot the Vigilante, Azar, Amil's servant, shoots the rancher. Greg returns to the Skyroom to find that Reilly has rounded up the rest of the X-1 gang.



WHO'S GUILTY?
A COLUMBIA SERIAL (1945)

Directed by HOWARD BRETHERTON
WALLACE GRISSELL

Screen Play by ANDY LAMB
GEORGE H. PLYMPTON

Cast:

Bob Stewart	Robert Kent
Ruth Allen	Amelia Ward
Duke Ellis	Tim Ryan
Rita Royale	Jayne Hazard
Mrs. Dill	Minerva Urecal
Sara Caldwell	Belle Mitchell
Patton	Charles Middleton
Walter Calvert	
Henry Calvert	Davison Clark
Horace Black	Sam Flint
Curt Bennett	Bruce Donovan
Sgt. Smith	Jack Ingram
Morgan Calvert	Milton Kibbee
Pancho	Nacho Galindo
Jose	Roberto Tafur
Smiley	Wheeler Oakman
Hilda	Claire James

CHAPTER ONE
AVENGING VISITOR

Walter Calvert calls upon his brother, Henry, at the latter's eerie old home, demanding his share of the family fortune and threatening his brother's death if the money isn't turned over to him. A few days later, Henry's car goes over

an embankment, catching fire. Previously asked by Henry to probe the matter in the event of his death, Bob Stewart of the State Bureau of Investigation steps into the case accompanied by Duke Ellis, a newspaper reporter. Arriving at Calvert's house, Bob and Duke meet Horace Black, Henry's attorney, Morgan Calvert, a half-brother, Sara Caldwell, a sister, Ruth Allen, whose father was in business with Henry, a nephew, Curt Bennett, with his new bride, Rita, all summoned by Walter Calvert. He doesn't show up. The lawyer informs those assembled that the Calvert fortune has disappeared. Later, Morgan is lured to the old family tomb by a mysterious note. Ruth follows him. He turns on her, gun in hand. Bob, trailing Ruth, grapples with him. A shadowy figure closes the tomb; gas containers are thrown in!

CHAPTER TWO
THE UNKNOWN STRIKES

Patton, Henry's butler, receives orders from a mysterious voice heard over a hidden microphone to rescue Ruth and Bob. Regaining consciousness, Bob re-enters the tomb to find Morgan dead - of strangulation. Later, the voice tells Patton that the girl is not Ruth Allen; she must be eliminated. Ruth gets a note telling her to remain in her room all night if she wants a clue to the missing fortune. She falls asleep. A secret panel opens behind her bed; the bed slides into inky blackness! Ruth awakens and screams.

CHAPTER THREE
HELD FOR MURDER

Just as Bob is about to break into Ruth's room, he is diverted by a scream in another part of the house. When Bob gets back, Ruth has disappeared. The Voice instructs Patton to free Ruth and to send her off to Mexico, hinting that Walter will be there, at his mine. Ruth cannot get out to the mine immediately, so remains in town. She is soon met by Burk and Meeker, two thugs, told by Patton to do away with her. They spirit her away just as Bob and Duke come to her rescue. Set upon by other henchmen, Bob and Duke fight desperately. Bob is knocked down; a dagger is raised for the kill!

CHAPTER FOUR
A KILLER AT BAY

Jose, a secret service agent, and the Mexican police enter the fight and save Bob and Duke. Bob had wired ahead asking for police assistance. Bob and his friends go out to the mine, a gun fight ensues. Meeker is captured, Ruth rescued. Burk escapes. Imprisoned in a closet, Meeker stuffs bits of paper through a hole in the wall near a leaking gasoline drum and lights the paper. Bob detects smoke and rushes to the closet. Meeker grapples with him, the others vacate the building. There is an explosion as the gasoline catches fire.

CHAPTER FIVE
HUMAN BAIT

In their scuffle, Bob is knocked outside the building, clear of the blast. Meeker is killed. In the excitement, Ruth runs away. Bob finds evidence in the mine office that Henry and Burk were stealing from Walter. Bob and Jose take after Burk, but he eludes them. Duke continues the search for the thug. In town, Bob finds Ruth in the custody of Pancho, another secret police agent. She still will not give Bob information. The two sit in a restaurant booth talking. Suddenly, Burk, gun in hand, enters and orders the girl to the door. Burk slowly squeezes the trigger. Ruth screams as Bob falls.

CHAPTER SIX
THE PLUNGE OF DOOM

The shot came from Jose's gun, not Burk's. Captured, Burk will tell nothing. Two of his henchmen, Weber and Muller, hover near. They approach Duke and Ruth for payment in exchange for information about Walter Calvert. Duke wires his editor for money, Ruth is taken along as hostage. Following instructions, Duke arrives at the meeting place. He is taken prisoner along with Ruth. The thugs escape, leaving the hapless duo bound and lying near the edge of a large hole which contains bubbling water. Tied in such a way that a fire lighted underneath their ropes will burn through and topple them into the waters below, Ruth and Duke go down!

CHAPTER SEVEN
A DATE WITH FATE

The leather thongs which have bound Duke and Ruth stretch and fall off as the water touches them. Climbing out of the pit, Duke and Ruth take after the thugs. After a thrilling chase, Duke catches up with Weber and Muller, but Bob and Jose arrive to make the arrest. Bob, Duke and Ruth return to the United States. Unknown to Bob, he is pointed out to Smiley, a New York gangster, by Curt. As the car containing Bob and his friends stops at a railroad track, Smiley pushes it in the path of an onrushing train!

CHAPTER EIGHT
INVISIBLE HANDS

Bob's car is sideswiped by the train. Ruth revives and runs away. Bob and Duke, regaining consciousness, go on to the Calvert place. Smiley, with Curt's aid, plans to look for the fortune. Bob's arrival stops that, and Smiley and Curt leave for New York. Bob finds out from Rita where Curt went and with Duke follows him to New York. They locate Curt's hideout, but Smiley and some of his henchmen trap the duo in a rooming house. Ruth is also there, having learned from Patton of Curt's whereabouts. Smiley sets fire to the building, leaving Bob, Duke and Ruth to die.

CHAPTER NINE
FATE'S VENGEANCE

The fire department saves Bob, Duke and Ruth. Curt is nabbed as he attempts to leave the burning building. Smiley gets away. Bob, Ruth,

Duke and Curt return to the Calvert mansion. Curt and Black receive a message to go to Black's office for information about the fortune. Smiley contacts Curt and learns of the rendezvous. Bob gets on his trail and meets up with him at a gas station. A fight ensues in which Bob is knocked unconscious and falls under a grease rack hoist. Battling Smiley and a henchman, Duke inadvertently touches the hoist control. The rack descends on the prostrate body of Bob!

CHAPTER TEN
THE UNKNOWN KILLER

Just in time, Duke shoves a dolly under the hoist which stops. The police arrive in answer to a call from Bob; Smiley is killed. Upon questioning Curt, Bob learns of the mysterious message. Bob forces Curt and Black to accompany him to the office. At the Calvert place, Ruth is secretly instructed to go to the barn. In climbing down the trellis outside her room, she sees a shadowy figure. She screams and falls. At Black's office, Bob discovers a rigged gun set to fire when anyone opens the drawer of his desk. Black offers his seat to Bob. Bob unlocks the drawer, there is a shot, Bob slumps on the desk!

CHAPTER ELEVEN
RIDING TO OBLIVION

Bob saw the trap and ducked to one side. At the Calvert mansion, Ruth grabs at a tree limb and saves herself. Later, she hears Sara scream. When Ruth searches her room, she has disap-

peared! Mrs. Dill, Henry Calvert's housekeeper, shows Ruth where Sara is. Ruth sees Patton and Black enter the summer house. Black is killed. Carrying Sara's body to a waiting car, Patton and a shadowy figure (he is the Voice when heard) drive off - with Ruth on the rear bumper. A henchman, Edwards, sees Ruth and gives chase. She jumps on his front bumper to avoid being hit. He heads his car for a large tree. There is a blinding crash!

CHAPTER TWELVE
THE TANK OF TERROR

Just before the car crashes, Ruth drops to the ground. She runs away. Edwards and another thug, Turk, take Sara as their prisoner. Patton and the Figure return to the house. Bob trails Ruth and follows her to an old waterfront district. Hiding in a deserted cannery along with Bob and Ruth, Duke wanders around the old building. Turk jumps him. Bob and Edwards join the fray. Duke gets knocked out. As Bob leans over him, Edwards releases a trap door leading to a water vat. Bob and Duke go under!

CHAPTER THIRTEEN
WHITE TERROR

Ruth leaves her hiding place and closing the water valve, she helps Bob and Duke. Edwards and his men take Sara to a shack in the woods. When Edwards calls the Calvert house. Bob answers, disguising his voice as Patton's. A meeting is planned at a highway intersection.

Bob, together with Ruth, Duke and policemen, follows Edwards to the shack. A well is being drilled near the shack. Duke takes refuge in the boiler room. Several shots puncture the high pressure boiler, and Duke is trapped!

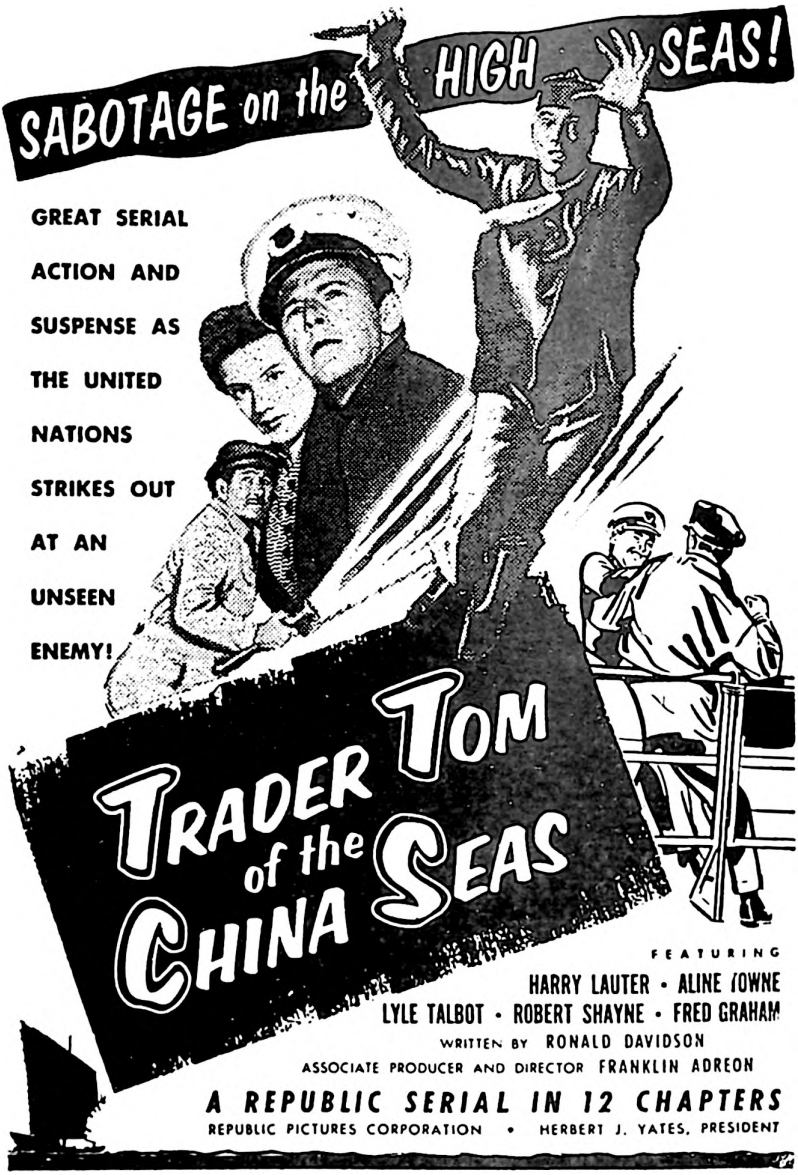
CHAPTER FOURTEEN
A CRY IN THE NIGHT

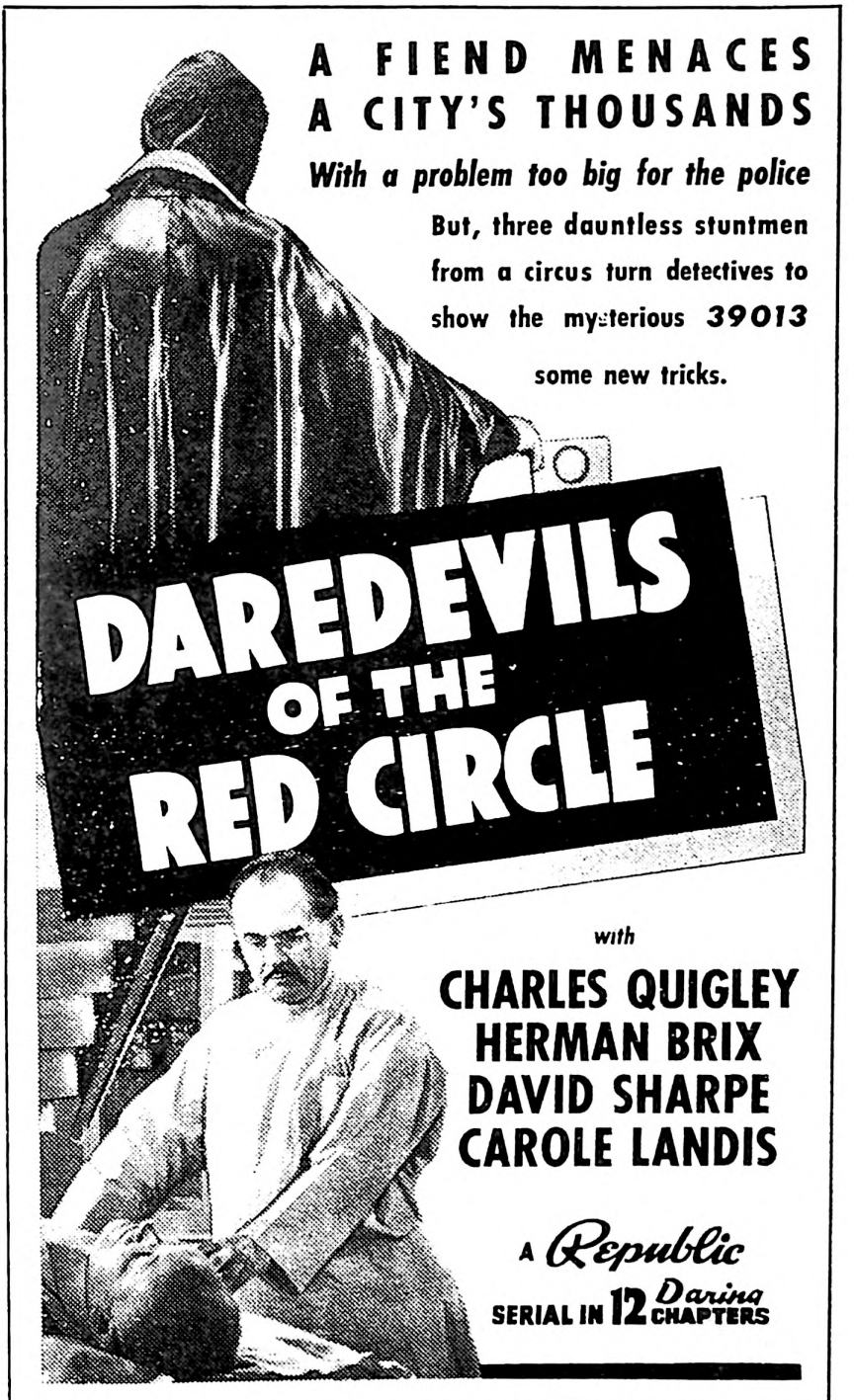
Bob, seeing Duke's plight, grabs a piece of tarpaulin and covers him. After a skirmish, he frees Sara, and she is taken to a hospital where she tells Bob that Henry has been stealing from all the relatives. Meanwhile, Patton abducts Curt and Rita. Smith, a policeman, discovers some secret passageways and comes upon Patton and Henry Calvert whom Patton introduces as Walter. Henry pretends illness and is put to bed. Henry and Patton plan to kill Ruth. When she comes into the room, Henry holds her attention as Patton reaches out to choke her!

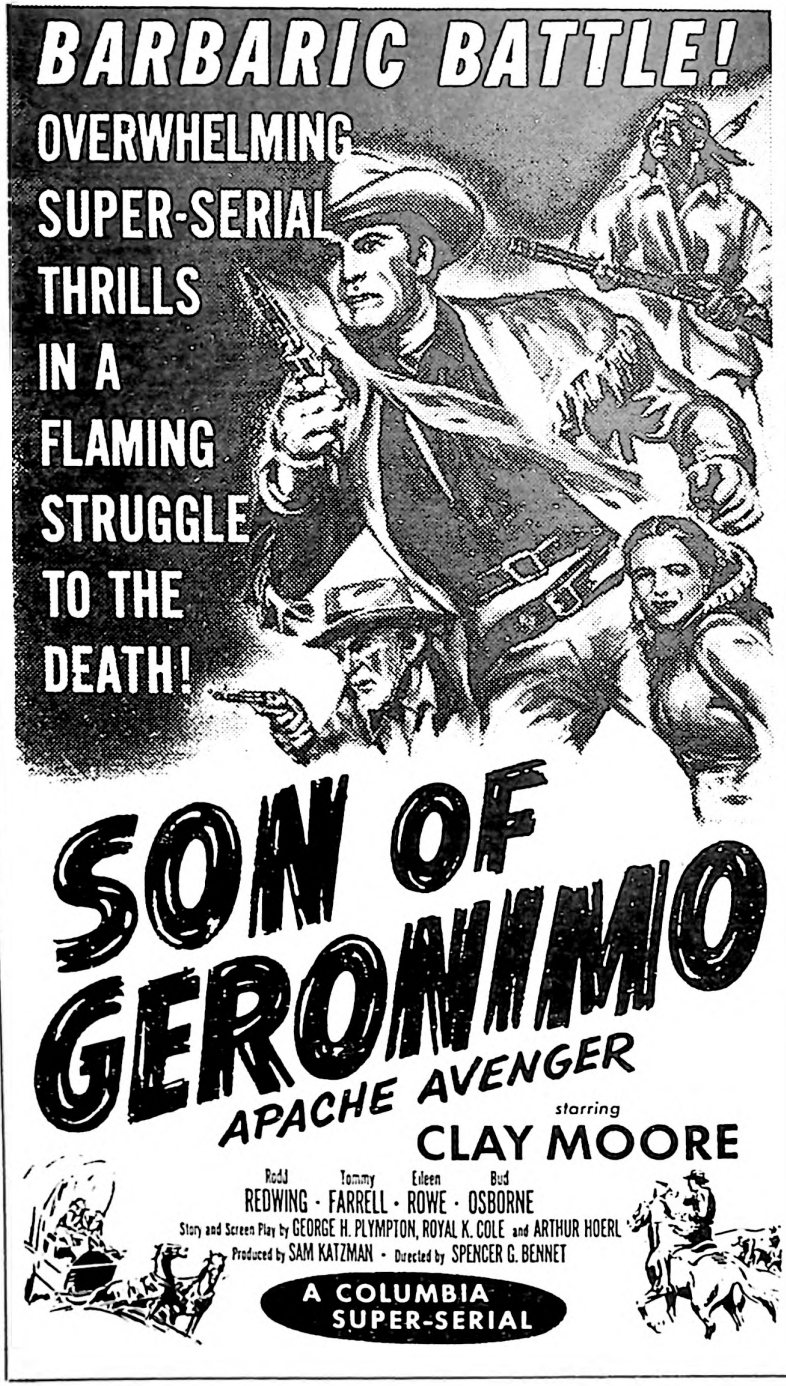
CHAPTER FIFTEEN
THE GUILTY ONE

Duke enters Henry's room in time to save Ruth from Patton. Henry knows Ruth has recognized him and plans to kill her immediately. Bob and Duke search the basement, find Curt and Rita. He then holds a meeting in the library minus Henry and Patton and exposes Henry. Unseen, Henry steps into the room and attempts to shoot Bob. In the scuffle which follows, Patton accidentally shoots Henry. Then Mrs. Dill helps Bob catch Patton. Ruth explains that she is

Walter Calvert's step-daughter. The remaining members of the family agree to share the fortune.




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